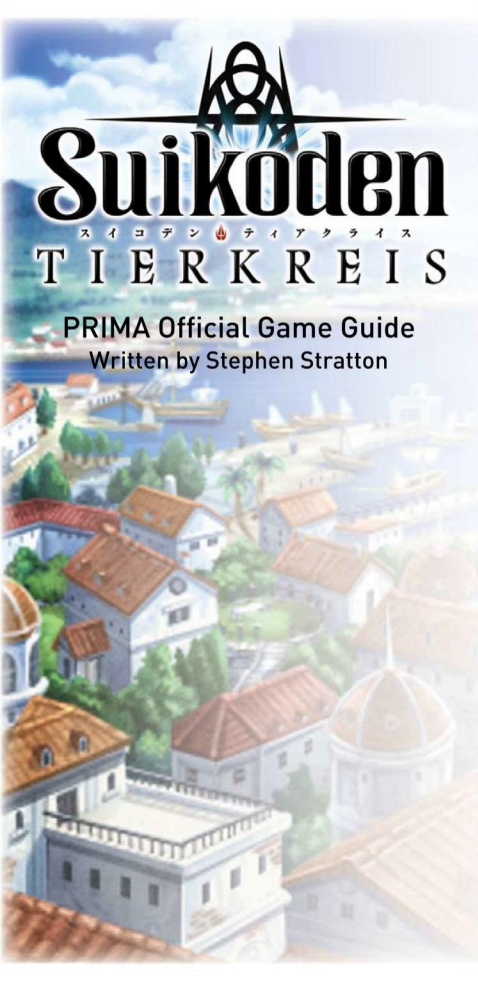




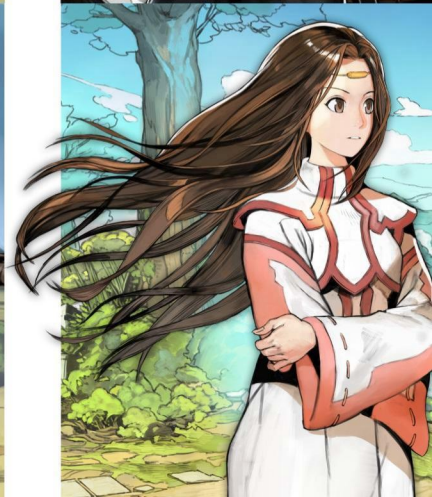
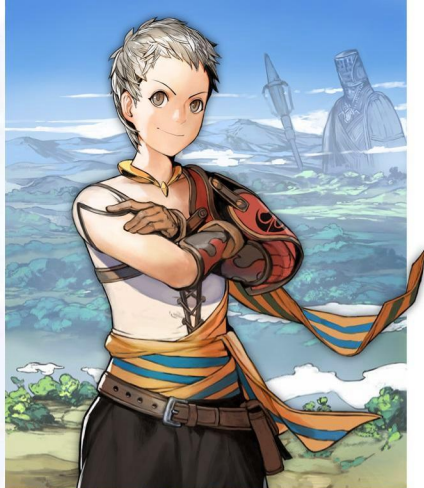
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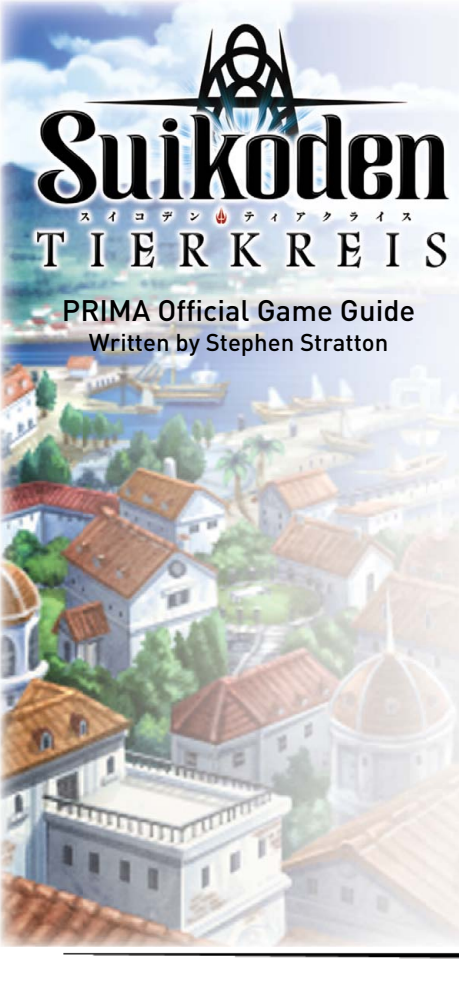
スイコデンティアクライズ

TIERKREIS

PRIMA Official Game Guide

Written by Stephen Stratton





Suikoden タイクセンティアクライ TIERKREIS

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Prima Games

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Stephen Stratton has authored over 40 guides in his seven years with Prima. His personal favorites include *Resident Evil 4: Wii Edition*, *Mercenaries: Playground of Destruction*, *Mass Effect*, and pretty much every guide he's written that has either "Mario" or "Zelda" in its title.

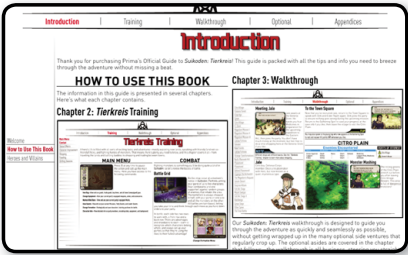
Steve is a lifelong video gamer who attended the Rochester Institute of Technology in Rochester, NY. In addition to his Prima Games guides, he also held a staff position with Computec Media and managed the strategy section of their incite.com video game website.

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Introduction

How to use this book.

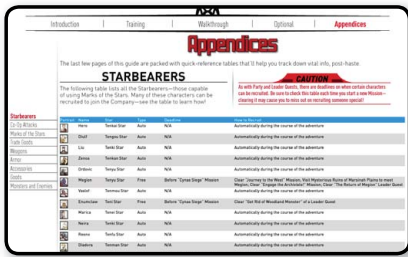


Optional Jaunts

Labeled maps and strategy for optional Missions: Leader Quests, Party Quests, and Infinity Quests.

Training

The basics of adventuring and combat.

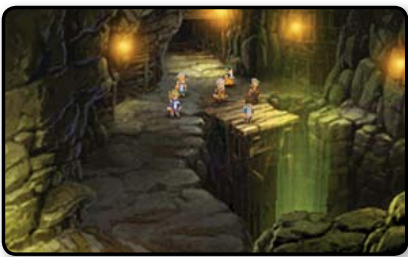


Appendices

Quick reference lists with vital info on Starbearers, weapons, armor, trade goods, and more!

Walkthrough

Labeled maps and strategy for critical-path Missions.



Introduction

Thank you for purchasing Prima's Official Guide to *Suikoden: Tierkreis*! This guide is packed with all the tips and info you need to breeze through the adventure without missing a beat.

HOW TO USE THIS BOOK

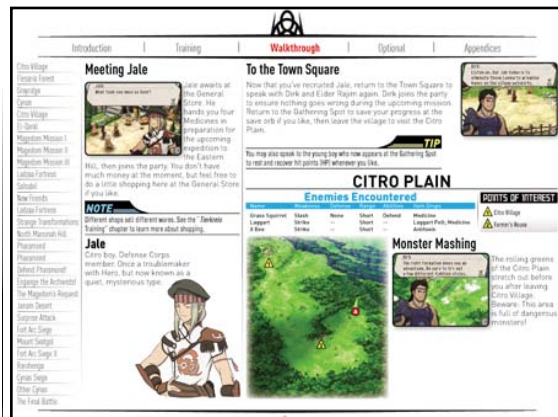
The information in this guide is presented in several chapters. Here's what each chapter contains.

Chapter 2: Tierkreis Training



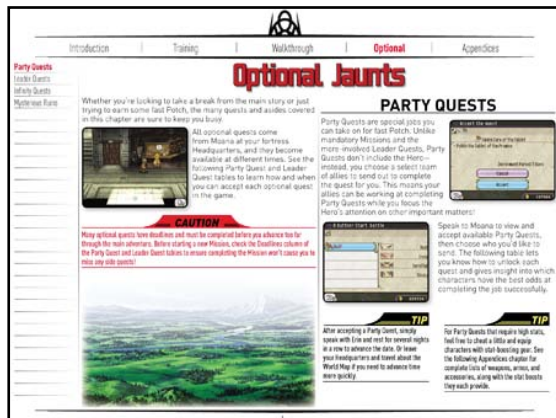
The chapter following this intro covers all the basics of adventuring and combat. Here you'll find tips and info related to fighting monsters and exploring the vast lands before you.

Chapter 3: Walkthrough



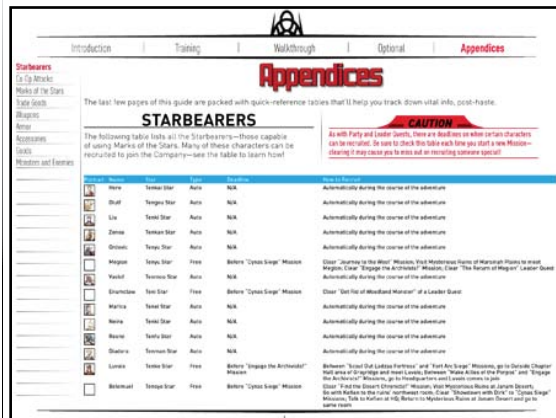
Our *Suikoden: Tierkreis* walkthrough is designed to guide you through the adventure as quickly and seamlessly as possible, without getting wrapped up in the many optional side ventures that regularly crop up. The optional asides are covered in the chapter that follows—the walkthrough is all business, steering you straight from A to B, with beautiful labeled maps that ensure you'll never become stuck or lost.

Chapter 4: Optional Jaunts



A complement to the walkthrough, the Optional Jaunts chapter covers all of the non-mandatory quests and side ventures you may elect to undertake on top of the main adventure's critical-path Missions. Check this chapter to learn how to unlock each Leader Quest, Party Quest, and Infinity Quest in the game, along with maps and info that reveal the secrets of the four Mysterious Ruins about the land.

Chapter 5: Appendices



The guide concludes with a bevy of quick-reference tables to help you find fast answers and vital info. When you don't want to wade through the walkthrough, simply check the Appendices for fast answers, such as how to recruit every Starbearer. Standard lists of weapons, armor, and items are also included, along with a trade goods matrix that shows the value of each commodity in every town!



HEROES AND VILLAINS

A sweeping adventure awaits! Let's take a peek at some of the major characters that star in the memorable story you're about to experience.

The Hero

A young boy raised in a peaceful farming town, our carefree Hero has no name until you give him one. The Hero's past is also shrouded in mystery—no one knows exactly where he came from. Still, that doesn't stop the village elders from looking at him as one of their own.



Liu

Liu is another young man who was cared for and raised in Citro Village, even though he wasn't born there. This may be why he's always felt such a close bond with our Hero—the two are nearly inseparable and fated to share many grand adventures together.



Marica

A lovely young woman, Marica also grew up in Citro Village—in fact, her father is the village elder! Marica has filled the role of the big sister toward our Hero ever since he mysteriously appeared at the village. Needless to say, she's very close with our Hero and would follow him anywhere to help keep him safe.



Jale

Jale was one of our Hero's best friends when the two were growing up in Citro Village. They were both real troublemakers in their younger days, but now Jale has grown into more of a somber, mysterious type. His heart hasn't changed, however—Jale remains a good friend and worthy companion.



Dirk

A seasoned warrior, Dirk is a proud member of the Citro Village Defense Corps—the only standing army poised to defend Citro Village against the harshness of the surrounding wilds. He's like a mentor to the Hero and other Citro Village youths, but soon finds himself on the receiving end of many hard-learned lessons.



Moana

A young Wanderer woman with a keen business sense, Moana joins our Hero at the outset of his adventure, eager to profit off her newfound friends. Moana handles the day-to-day business of accepting and filing quest reports for our Hero, helping to put him in contact with folks that need a helping hand—and then putting the reward Potch into our Hero's hands after the job is done!





Chrodechild

The former princess of a long-lost kingdom called Astrasia, Chrodechild has found herself an outcast ever since the armies of the Order of the One True Way seized control of her homeland. Fortunately, there's no shortage of need for a seasoned warrior during these troubled times, and Chrodechild is a master swordswoman. She currently leads a group of fellow ousted Astrasians called the Blades of Night's Veil, who fight alongside the Magedom of Janam to undo the Order's wickedness.



Valfred

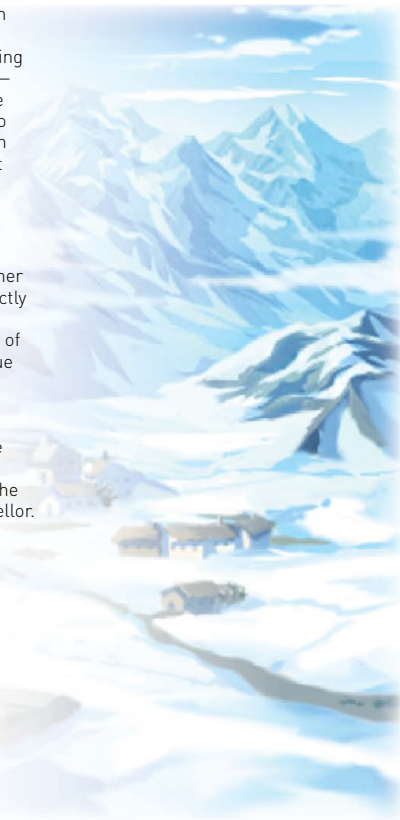
The Lord Chancellor of the Order of the One True Way, Valfred is a shady and powerful figure whose true motives remain uncertain throughout most of the adventure. Only one thing is clear at first: Lord Valfred's vast armies are responsible for numerous wars



and atrocities set against other sovereign kingdoms across the land. Everywhere Valfred's minions go, they spread a growing plague in the form of the Order's beliefs—that the future is predetermined and free will is sacrilege. It soon becomes clear to our Hero that the Order is not to be taken lightly—and that they must be stopped at all costs.

Diadora

A clever woman from another world, Diadora serves directly under Lord Chancellor Valfred, leader of the Order of the One True Way. Her unique talents and vast knowledge of mysterious tomes known as Chronicles make her one of the Order's most inveterate Archivists—special servants who seek the Chronicles for the benefit of their beloved Chancellor.





Tierkreis Training

A hero's life is filled with all sorts of exciting tasks and adventures—mostly exploring new lands, speaking with friendly (and not-so-friendly!) folks, and fighting hordes of monsters. That means there's plenty you need to know, and this chapter covers it all—from traveling the lands and battling baddies to shopping and trading between towns.

MAIN MENU



Press **Y** at any time to pause the action and call up the main menu. Here you have access to the following commands:

- Item Bag**—View and use goods, trade goods, key items, and all loose (unequipped) gear.
- Change Equipment**—Alter your current party's equipped weapons, armor, and accessories.
- Marks of the Stars**—View and use your current party's equipped Marks.
- View Quests**—View info on your current Missions, Party Quests, and Leader Quests.
- Change Formation**—Strategically set your characters' starting positions for battle.
- Character Info**—View detailed info on party members, including stats, equipment, and background.

COMBAT

Fighting monsters is something you'll be doing quite a lot of in *Suikoden*, so let's review the basics of battle.

Battle Grid



Battles may occur at a moment's notice in *Suikoden: Tierkreis*, pitting your party of up to five characters (four combatants and one supporter) against random groups of enemies that inhabit the area. The battlefield is always chopped in half, with your party on one side and all the monsters on the other. All battles are turn based, letting you take your time and think through each move as you hand down orders to your party.

In battle, each side has two rows to work with, a front row and a back row. There are advantages and drawbacks to each—learn to recognize which characters belong where, and always set up your parties so that they're using the rows to their fullest advantage!



Change Formation Menu



Front Row—Characters up front are always exposed to enemy attacks, so make sure they're tough, with high Physical Defense, Magic Defense, and lots of hit points (HP). Front-row fighters have a chance to dodge and counter physical attacks—some characters excel at this, using Marks of the Stars such as Strike Back and Vengeance to increase their odds of counterattacking.

Back Row—Characters standing in the back row are harder to hit—they may not even be vulnerable at all if the enemy's attack range is short. It's therefore best to put as many characters in the back row as possible—just make sure their weapons have a medium or long attack range so they can still take part in the action!

NOTE

If your front row is empty, all of your back-row characters are automatically moved up to the front at the start of battle. Always keep at least one character in the front row so you can keep others safe in back!



The same principles apply to monsters: Front row enemies are your primary targets, while back-row foes are a bit harder to reach. Wipe out all front-row enemies to force their back row to advance to the front, becoming more vulnerable.

NOTE

When it comes to enemy positioning, strong monsters usually stand in the center, flanked by weaker peers.

SUPPORT CHARACTERS

Every party may include one special support character. These characters do not actively participate in battle; instead, they merely assist the main party through the use of their special abilities. Each support character has a unique ability to offer, so consider whose talent will be most valuable when building your parties.

**Weapon Types, Ranges, and Critical Hits**

Every weapon (except magical staves) is branded by one of three associated attack types: Slash, Strike, or Pierce. You can see what type of damage each weapon deal by reviewing the weapon stats at the Item Bag or Change Equipment screens of the main menu.

Certain monsters are vulnerable to different attack types, while others have special resistances. The icons that appear next to the monster names during battle let you know whether or not they're vulnerable (yes, if the icon appears) or have a resistance (yes, if the icon appears but is crossed out). Use this to your advantage and try to attack monsters with the correct weaponry to inflict greater damage.



Slash



Pierce



Strike





You can see how effective your party's weapons are by the size of the damage numbers that appear after each strike. If the numbers are really big, the attack caused extra damage—either because the monster is vulnerable to the weapon type, or because you got lucky and scored a critical hit. If the numbers are sort of small, you're dealing less damage because the monster has a natural resistance. If the numbers are normal-sized—you guessed it!—you're just dealing the normal amount of damage.



In addition, all weapons have an associated attack range: short, medium, or long. Weapon ranges are also shown at the main menu. Here's the scoop on each range:

Short—Can only strike from the front row at front-row enemies.

Medium—Can strike from the back row at front-row enemies, or can strike from the front row at back-row enemies.

Long—Can strike any enemy from any position.

Basic Battle Commands



At the start of every battle turn, you must choose between one of the following important command options:

Manual Attack—Issue specific commands to each character, directing them to use of Marks of the Stars or special items.

Auto Attack—Tell your whole party to quickly attack the enemy using normal attacks.

Flee—Try to escape from the fight. No Experience Points (EXP) or loot will be awarded if you flee.

TIP

To speed up your questing, start fleeing when enemies stop yielding significant amounts of EXP. Fighting low-EXP monsters is a waste of time!

Manual Attack Options



Choose "Manual Attack" from the opening list of battle commands to call up more options and manually determine the actions of each character. Here's what you can do:

Attack—Tell the character to perform a normal attack against a select target using equipped weaponry. This is the same action each character performs when you choose Auto Attack from the opening list of commands.

Mark of the Stars—Order the character to spend some of his or her magic points (MP) to unleash awesome Marks of the Stars attacks and abilities.

Co-op Attack—Tell two or more characters to team up and perform a special joint strike. See the Appendices for a complete list of all co-op partners!

Defend—Forfeit an attack and cover up for the turn instead to greatly reduce potential physical damage.

Use Items—Use items from your inventory, such as Medicines and other curatives, to heal, restore MP, and revive party members who have fallen victim to debilitating status effects.



STATUS EFFECTS



At various points during battle, your party members may inflict or become afflicted by the status effects detailed in the following table.

Status Effects

Icon	Name	Effect	Cure
	Alert	Damage incurred by spell-type attacks will be 1.5 times greater.	Janamese Salad
	Confuse	Causes afflicted persons to randomly attack allies	Tranquilizer; Janamese Salad
	Darkness	Reduces accuracy, causing afflicted persons to miss more often when they attack	Janamese Salad
	Fury	Damage incurred by trick-type and regular attacks will be 1.5 times greater.	Janamese Salad
	Magical Attack Up	Increases Magical Attack for several turns, enhancing Magical Damage	Janamese Salad
	Magical Defense Up	Increases Magical Defense for several turns, reducing Magical Damage	Janamese Salad
	Paralyze	30% of the time, it will be impossible to act when starting a turn.	Janamese Salad
	Physical Attack Up	Increases Physical Attack for several turns, enhancing Physical Damage	Janamese Salad
	Physical Defense Up	Increases Physical Defense for several turns, reducing Physical Damage	Janamese Salad
	Poison	Afflicted persons lose HP every turn	Antitoxin; Janamese Salad
	Silence	Prevents afflicted persons from using Marks of the Stars that deal magic damage	Cough Drop; Janamese Salad
	Sleep	Prevents afflicted persons from acting	Janamese Salad; effect also fades when the character is hit, or after several turns
	Unbalance	Prevents afflicted persons from acting	Janamese Salad; effect also fades after several turns
	Unconscious	Prevents afflicted persons from acting	Revival Statue; Revival Ray; characters also awoken after combat, but have just 1 HP

CHARACTER IMPROVEMENT



All characters that participate in battles gain experience (EXP) and level up as they assist in defeating foes. The more challenging the enemy, the more EXP each character gets. Each time a character earns 1,000 EXP, they advance to the next level, becoming more powerful.

NOTE

Support characters such as Erin do not gain EXP from battles.

Good things happen when a characters level up: Their HP and MP are fully restored, and they gain permanent stat boosts that make them better fighters in battles to come. It's therefore wise to vary your characters when building parties, including a few low-level characters who will quickly benefit when fighting tough monsters alongside stronger peers.

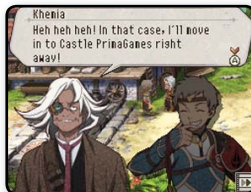


NOTE

Characters that have been knocked Unconscious won't receive any EXP at the end of battle unless they're woken during the fight through the use of a Revival Statue.

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Recruiting Characters



The Hero of *Suikoden*: *Tierkreis* may get most of the attention, but he wouldn't stand a chance at saving the world if it weren't for his loyal friends and allies! Many characters you meet during the adventure become wrapped into the plot, and some will choose to join the Hero as he fights for what he believes is right. Other characters must be

sought out and sometimes even convinced before they'll agree to join your merry band. The more characters you recruit, the more choices you'll have when building parties! Check the Appendices at the end of the guide to learn how to recruit each and every character in the game.

SHOPPING

You'll visit many different cities and towns throughout the adventure, each one with its own shops and vendors peddling special assortments of goods. Let's take a look at the various types of shops you'll see.



Goods



Goods are sold in nearly every town and are primarily used as items to recover lost HP, MP, or to cure status ailments such as Poison.

NOTE

After you recruit a doctor named Zahra, the nurse, Eunice, will sell goods to you out of Zahra's office at your Headquarters.

Gear



Weapons, armor, and accessories are sold from special vendors. Better equipment means better performance on the battlefield, so check each town for new gear—you'll find the selection varies widely between different vendors.

NOTE

After you recruit a blacksmith named Gadburg, he'll set up shop at your Headquarters and sell you his fine assortment of weapons and armor. Recruit an Auster Folk named Gorno and he'll peddle his trademark accessories at your Headquarters, also.

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TRADING STUFF ON



When bartering with a gear vendor, use the “Try On” option to quickly see how each of the clerk’s weapons, armor, and accessories will affect your characters. The stat changes are displayed as you scroll through each piece, making this a fast way to compare and purchase new gear!

Trade Goods

Most towns offer a variety of special trade goods, such as textiles and spices. These have no actual in-game use, however—instead, trade goods are meant to be purchased in bulk and then sold off to other towns for a tidy profit. When you’re not collecting quest rewards, buying and selling trade goods becomes a great way to earn fast Potch. Use the Appendices at the end of this guide to learn the value of each trade good at every town in the game.



NOTE

Recruit a character named Rekareka and she’ll set up shop at your Headquarters, selling trade goods at special prices.

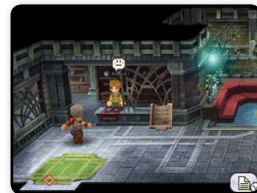
RUMOR HAS IT



Be sure to ask every trade good vendor you meet if they’ve heard of any rumors that might affect the value of certain goods. Sudden dips and rises in the availability of goods can have a big impact on their worth. Like the old saying goes: Buy low, sell high!

Inns

Established towns boast comfortable Inns where weary travelers may drop a few Potch to rent a room and rest. Visit Inns to sleep for the night, replenishing all your characters’ HP and MP. You may also swap party members and edit your group’s battle formation at Inns for free—just speak with the innkeeper.



NOTE

After you’ve recruited Erin, speak with her at your Headquarters’ Tavern area to rest for free or change party members whenever you like.



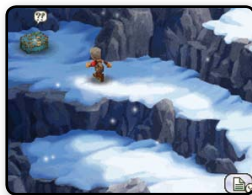
Inns commonly sport blue save orbs where you may save your progress. Some Inns offer red Marks orbs that enable you to switch your characters’ equipped Marks of the Stars abilities. In short, Inns are the best places to go when you need to rest, save, or reorganize!



TRAVELING

As the story unfolds, our Hero is swept into a mysterious tale of wonder that carries him all across his homeland. That means you'll be doing a whole lot of traveling in *Suikoden*, so we'd better review the basics!

Action Zones



Any area you can run around in—be it a quiet town or monster-filled forest—is referred to as an “action zone” in this guide. You'll spend the vast majority of your time exploring action zones, completing various tasks within them to advance the plot.

Nav Beacons

Navigation (or “nav”) beacons indicate passage between areas. They come in three colors, each with a different meaning:

Blue—Following these nav beacons causes you to remain in same general area, but shift scenes.

Yellow—Following these nav beacons causes you to leave an action zone and visit the World Map.

Red—Primarily found in cities and towns, following these nav beacons calls up the scene selection menu, helping you quickly move between different scenes.



World Map



The World Map shows where you've been and lets you quickly travel between visited action zones. New locations will appear on the World Map after you visit them, and once an area is shown on the map, you can simply select it to quickly travel there and explore it again whenever you like.

SHIFTING SEASONS



Sprout Season



Bud Season



Flower Season

The days drift by as you explore the world of *Suikoden*, and the seasons change as they do. The current day and season are shown in the upper-left corner of the top screen most of the time, with three different icons to represent the 30-day Sprout, Bud, and Flower seasons.

The seasons have a subtle but important effect on the world. For example, depending on the season, certain characters may or may not appear in certain areas. In addition, rare and powerful monsters often appear during the Flower season—you'll likely only see them as young larvae or hatchlings during the rest. Pay attention to the shifting seasons and hunt these seasonal creeps to collect the valuable items they often drop!



NOTE

You may advance time by traveling about the World Map or by spending the night at an Inn.

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Citro Village—Pesky Laggarts

Our story begins in the quiet town of Citro Village. Nothing much ever happens here, but this day proves to hold many surprises for our young Hero...

Missions

Name	Objective	Reward
Get Rid of Eastern Laggarts	Investigate Eastern Hill	500 Potch

CITRO VILLAGE



Name Game

What's a hero without a name? Use the onscreen keyboard to name the main character, and be sure to pick a good one! Select the OK button when you're done.

NOTE

The main character is simply called the "Hero" throughout this guide.



Rude Awakening

The game opens with Liu, Marica, and the Hero all meeting together at the Gathering Spot in Citro Village. When you gain control of the Hero, approach the nearby glowing orb and press **Ⓢ** to save your game before heading outside.

TIP

Did you notice the question mark icon floating above the save orb? Objects of interest are always marked by such icons to ensure you take notice.





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Pharamond

Pharamond

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Engage the Archivists!

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Hero

Boy who belongs to the Citro Village Defense Corps. He has no family, but Elder Rajim has been like a father to him.

Liu

Boy who came to Citro three years ago. Doesn't talk about his past, but is now an accepted part of the village. Rather frivolous.



Marica

Second daughter of Elder Rajim and member of Defense Corps. Friends with Hero since childhood.



Meeting Dirk

After leaving the Gathering Spot, choose to visit the Town Square from the locations menu that appears. Speak with Dirk here to learn that you must next visit Elder Rajim.



TIP

Speak to the villagers in the Town Square after your parley with Dirk. Talking to villagers is a good way to learn the latest gossip!

Dirk

Citro Defense Corps member. Reliable young man. Taught the party martial arts, and they look up to him as a mentor.



Sisuca and Elder Rajim

Leave the Town Square to return to the location selector. This time choose to visit the Elder's House. Speak with Sisuca and Elder Rajim to learn that another friend named Jale awaits you at the General Store.

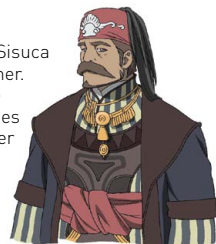


Sisuca

Daughter of Elder Rajim and Marica's big sister. Acts as a mother to Hero. Kind and loving.

Rajim

Citro elder, and Sisuca and Marica's father. Hero's surrogate parent. Sometimes loses his cool over kids.





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Meeting Jale



Jale awaits at the General Store. He hands you four Medicines in preparation for the upcoming expedition to the Eastern

Hill, then joins the party. You don't have much money at the moment, but feel free to do a little shopping here at the General Store if you like.

NOTE

Different shops sell different wares. See the "Tierkreis Training" chapter to learn more about shopping.

Jale

Citro boy. Defense Corps member. Once a troublemaker with Hero, but now known as a quiet, mysterious type.



To the Town Square

Now that you've recruited Jale, return to the Town Square to speak with Dirk and Elder Rajim again. Dirk joins the party to ensure nothing goes wrong during the upcoming mission. Return to the Gathering Spot to save your progress at the save orb if you like, then leave the village to visit the Citro Plain.

TIP

You may also speak to the young boy who now appears at the Gathering Spot to rest and recover hit points (HP) whenever you like.



CITRO PLAIN

Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Grass Squirrel	Slash	None	Short	Defend	Medicine
Laggart	Strike	--	Short	--	Laggart Pelt; Medicine
X Bee	Strike	--	Short	--	Antitoxin

POINTS OF INTEREST

- 1 Citro Village
- 2 Farmer's House



Monster Mashing



The rolling greens of the Citro Plain stretch out before you after leaving Citro Village. Beware: This area is full of dangerous monsters!



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Dirk hints that a proper party formation can make the difference between victory and defeat in battle. Press  to call up the party menu and take a moment to reorganize your party, placing Dirk and Marica in the back row, protected behind the Hero and Liu. Dirk and Marica will still be able to attack enemies because they wield long-range weapons.

NOTE

If moving a character to the back row places them out of attack range, a red X appears over their weapon icon next to their portrait. Just make sure there are no red Xs and your entire party will be able to strike.



You face Laggarts in Citro Plain, but not the kind you're after. Grass Squirrels and X Bees also roam the area. Spend some time exploring and defeating monsters, giving valuable experience (EXP) to your party. Keep an eye on your characters' HP and use Medicine (or return to Citro Village and rest at the Gathering Spot) to prevent them from falling.

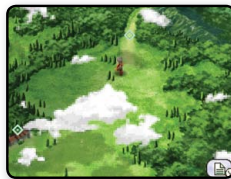
NOTE

Characters advance in level each time they earn 1,000 EXP, gaining various stat bonuses that make them stronger in combat. Gaining a new level also replenishes all of a character's HP. See the "Tierkreis Training" chapter for more details on combat.

Yadima's Farm



If you like, pay a visit to an old farmer named Yadima on your way to the Eastern Hill. There's no reason to do so except to meet the old man.



When you're ready to move on, make your way to the forest trail past Yadima's farm, which is marked by a blue navigation beacon. Dash up the trail to reach the Eastern Hill.

TIP

Moving characters to the back row is a good way to keep them out of the enemy's attack range. Only enemies with long-range attacks will be able to strike them.

CAUTION

If a character runs out of HP in combat, they fall unconscious and will receive no EXP when the fight ends. It's game over if all characters are knocked unconscious in battle, but if you survive the fight, you can heal them back up by any means (resting, using Medicine, etc.)



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EASTERN HILL

Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Grass Squirrel	Slash	None	Short	Defend	Medicine
Laggart	Strike	--	Short	--	Laggart Pelt; Medicine
X Bee	Strike	--	Short	--	Antitoxin

POINTS OF INTEREST

To Forest Ruins

AREA TREASURE

1 Mega Medicine

2 Cheery Incense



Laggarts Attack!



A furious pack of Laggarts ambushes you the moment you step foot on the Eastern Hill, so be ready to fight! The Laggarts get the first strike, but otherwise, they're much the same as others you've faced.



Explore the Eastern Hill after defeating the initial group of Laggarts. Crack open the two treasure chests here for a Mega

Medicine and a Cheery Incense, then head east, saving your progress at the nearby save orb before moving to the next area.

TIP

Check the map to see where the treasure chest and save orb are located.

Dead End



The trail ends abruptly at a rocky cliff. You can't go any farther, so turn around and head back down.



A brilliant flash of light bursts forth as the party descends the hill—the valley has transformed into a forest!

Returning up

the hill once more, the dead-end is now gone: Ancient ruins stand in its place!



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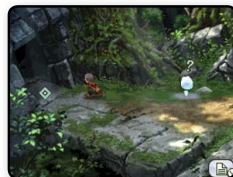
FLESARIA FOREST EAST

Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Googly Seed	Slash	--	Short	--	Herbal Medicine
Grass Squirrel	Slash	--	Short	Defend	Medicine
Laggart	Strike	--	Short	--	Laggart Pelt; Medicine
X Bee	Strike	--	Short	--	Antitoxin

Sprint to the Ruins

Dash left through the new forest that has appeared. Heal your wounded and save your progress at the orb before heading into the ruins—a tough battle awaits!



FOREST RUINS

Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Googly Seed	Slash	--	Short	--	Herbal Medicine
Grass Squirrel	Slash	--	Short	Defend	Medicine
Laggart	Strike	--	Short	--	Laggart Pelt; Medicine
Skull Guts	Strike	--	Short	--	Iron Ore; Medicine
Spider Hopper	Pierce	--	Short	Paralyze	Medicine
Thorn Mushroom	Slash	--	Short	--	Cotton Thread
X Bee	Strike	--	Short	--	Antitoxin



Two more Skull Guts appear after you defeat the first, blocking the exit once more. These guys are too much to handle, and no matter which dialogue options you choose, the party elects to run the other way. Flee to the left, battling through new but weaker enemies as you race to safety.

Scary Skull Guts

The ruins seem empty at first, but a powerful enemy soon ambushes you from behind: a Skull Guts! Use the mighty Defense Corps co-op attack to dole out fast damage to the fiend, using Medicine as needed to keep your frontline fighters from falling.



NOTE

You're often given dialogue options in *Suikoden: Tierkreis*, but the choices you make rarely affect the dialogue's outcome. They simply affect how other characters respond to the Hero's words.

Shining Legacy

The trail ends at a tall chamber. A glowing book sits on the ground. Touching the book grants your party the use of powerful new abilities called Marks of the Stars—use these abilities to quickly defeat the trio of Skull Guts that attack.



TIP

If you're low on Medicine, have your front row defend while your back row picks the Skull Guts apart.



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NOTE

Marks of the Stars consume magic points (MP) when used. Each character's MP is shown beneath their HP on the top screen during battle. Like HP, MP is fully replenished each time a character advances in level. In a pinch, certain items can be used to restore MP as well.

CITRO PLAIN REVISITED**Enemies Encountered**

Name	Weakness	Defense	Range	Abilities	Item Drops
Grass Squirrel	Slash	None	Short	Defend	Medicine
Laggart	Strike	--	Short	--	Laggart Pelt; Medicine
X Bee	Strike	--	Short	--	Antitoxin

**POINTS OF INTEREST**

- Citro Village
- Farmer's House
- Mysterious Ruins

The Citro Plain has changed since your last visit—that flash of light seems to have had an effect here, as well. You may now travel farther south, looping around a lake to discover some Mysterious Ruins. Don't bother entering the ruins, though; the monsters within are far too powerful. Just remember that they exist and check back later, after your characters have completed a few more missions and become a bit stronger.

NOTE

Optional areas like the Mysterious Ruins are covered in the "Optional Jaunts" chapter, with maps and other information.

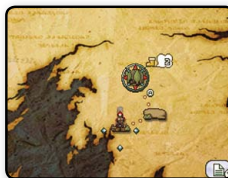
NOTE

Dirk cannot use Marks of the Stars.

The Hero tucks away the book, called the Shining Legacy, and the party agrees to leave the ruins and return to Citro Village. Backtrack all the way to the Citro Plain, marking your progress at each save orb you encounter along the way.

CITRO VILLAGE REVISITED**Double Jeopardy**

Back at Citro Village, Elder Rajim greets the party with troubling news: A double of Marica has been plaguing the town, intimidating the villagers with a giant axe! The party agrees to track down the imposter. Spend time shopping and speaking to villagers, resting at the Gathering Spot and then leaving town when you're ready to get a move on.

**Map-Tastic**

This time when you leave the village, you're taken to the world map. Move your selection cursor to the northern forest, called Flesaria Forest South, and press **A** to travel there. Marica's good name must be cleared!

NOTE

Though you've completed a mission, you won't be able to claim its reward until you've spoken to a special character you'll soon meet.



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Flesaria Forest—Marica's Double

It's been a day of strange happenings for our Hero. First a whole forest appears out of nowhere, then it seems an imposter of Marica has been troubling Citro Village! That imposter must be found; she might know something about what's going on.

Mission

Name

Track Down Marica's Double

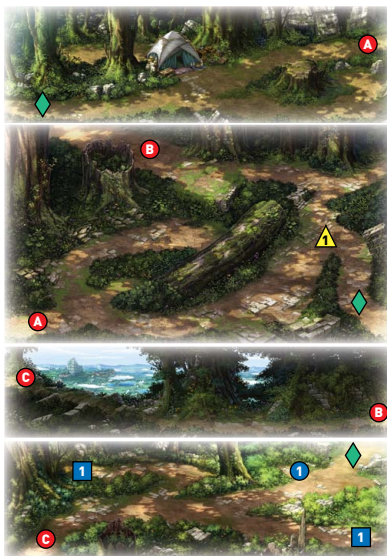
Objective

Search Flesaria Forest

Reward

Bone Axe

FLESARIA FOREST SOUTH



Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Fanged Baboon	Strike	--	Short	--	Wool Yarn
Geldi Monkey	Strike	--	Short	--	Wool Yarn
Googly Tree Bud	Strike	--	Short	--	Herbal Medicine
Saw Kingfisher	Slash	--	Long	--	--

POINTS OF INTEREST

 Renegade Encounter

AREA TREASURE

 Mega Medicine

 Mint

Welcomed by Wanderers



Hotupa

A kindly Wanderer who is good at looking after others.

A crew of Wanderers—traveling merchants—welcomes you to Flesaria Forest. One of them, a man named Hotupa, asks to join the party as they search for Marica's imposter. Speak to the other Wanderer man if you wish to rest up and recover HP and MP, then head to the right.



CAUTION

Beware: Even this portion of Flesaria Forest is full of fiends!

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Close Encounters



In the next part of the forest, you meet a pair of scary men who are apparently searching for something. They aren't in the mood to toy with "children" and quickly depart. Continue searching the forest for clues.

Roaring Renegade

A fearsome monster ambushes you a short distance ahead. Battle the fiend until a familiar-looking woman armed with an axe jumps in to slay it.



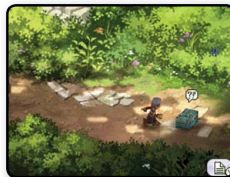
You've found Marica's double, but there seems to be more to this story than meets the eye. Hotupa says he can help clear things up and bids you follow him to some nearby ruins.

Marica?

A woman who looks exactly like Marica. Even her name is the same. She wields a giant axe and defeats monsters the party is no match for.



Forest Treasure



Head north and explore the next portion of the forest, collecting treasure from the chests shown on the map. Record your progress at the northeast save orb before dashing through the stone wall to visit the Fortress Ruins that Hotupa asked to you find.

FORTRESS RUINS

To the Gateway

Rest easy—no monsters inhabit the Fortress Ruins. Run left to enter the fortress, then head south to find the Gateway Hotupa seeks.



Hotupa explains that the Gateway links to other worlds, which is where Marica's double has come from. Another Renegade monster emerges from the Gateway and flies off. Better chase after it!

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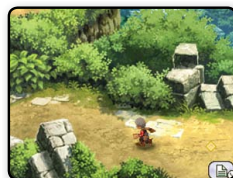
Name	Weakness	Defense	Range	Abilities	Item Drops
Bull's-Eye Larva	Strike	--	Short	--	Medicine
Fanged Baboon	Strike	--	Short	--	Wool Yarn
Geldi Monkey	Strike	--	Short	--	Wool Yarn
Googly Tree Bud	Strike	--	Short	--	Herbal Medicine
Mossball	Strike	--	Short	--	Herbal Medicine; Cotton Thread
Saw Kingfisher	Slash	--	Long	--	--

NOTE

You can't visit Gineh Valley yet, so don't bother veering left at the fork in the trail.

More Forest

The northern portion of Flesaria Forest stands between you and your next target, the mining town of Grayridge. A few new baddies await you in these woods, along with the same foes you faced in its southern half. Use the maps provided to help you navigate your way to Grayridge.





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Grayridge—Unlawful Order

Having braved the dangers of Flesaria Forest, our Hero now finds himself in the dusty mining town of Grayridge. Once a prosperous township, hard times have fallen on the simple folk here ever since the old mine closed down many years ago.

Missions

Name	Objective	Reward
The World's Largest Library	Visit the library at Cynas	500 Potch
Expose Macoute's Evil	Search Grayridge Mine	5,000 Potch

GRAYRIDGE

Troubled Town



Swing by Grayridge's Vendor/Trading Post to give the party sticker shock—the prices here are through the roof! All items except for Goods are marked up 10 times their normal value due to some crazy tax, so save your Potch for now. Head to the inn afterward to learn of a strange cult called the Order of the One True Way.

Leave the inn to have Hotupa fill you in even more on the Order's doctrine—a belief in a pre-determined future. Head to the Outside Chapter Hall next to speak with the Order's representatives in Grayridge, a pompous secretary official named Macoute and his assistant, Gilliam. Macoute makes life difficult for giving you a pass to Cynas.



Go to the inn to speak with its troubled owner, an ex-miner named Logan, who claims his daughter is being brainwashed by Macoute and the Order he serves. Spend the night at the inn to advance the plot and have Logan and his daughter, Erin, join the party.

Logan

Erin's father and Grayridge innkeeper. Used to work at the mine.





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Erin

Logan's daughter.
Usually quiet, but
can be assertive.
Years to expose
Macoute's
wrongdoing.

Leave the inn after recruiting Logan. You then get a clue from Erin: A search of the nearby mine may lead to proof of Macoute's corruption. Do a little shopping if you like before saving your game at the inn's save orb and heading off to Grayridge Mine.



GRAYRIDGE MINE

Enemies Encountered

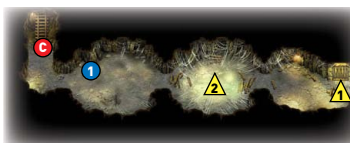
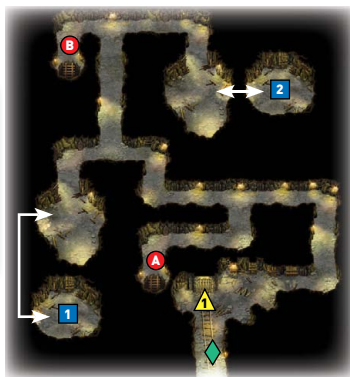
Name	Weakness	Defense	Range	Abilities	Item Drops
Armored Spider	Pierce	--	Short	Paralyze	Copper Ore
Gray Turtle	Pierce	--	Short	Defend	Copper Ore; Iron Ore
Poison Viper	Pierce	--	Short/Front	Tail attack strikes entire front row; bite can inflict Poison	Glow Bead; Medicine
Shell Baboon	Pierce	--	Short	--	Wool Yarn
Silkmoth Larva	--	--	Short	Counter; Poison	Silk Thread
Spiked Lizard	Pierce	--	Short	--	Lizard Skin
Six-Eyed Worm	Pierce	Strike	Short	--	Gold Ore; Bone Club
Cynas Conscript	Pierce	Slash; Strike	Medium	Defend	Revival Statue; Broadsword; Iron Mail; Mega Medicine
Gilliam	Strike	Slash; Pierce	Short	--	--

POINTS OF INTEREST

- 1 Lift
- 2 Six-Eyed Worm encounter

AREA TREASURE

- 1 Revival Statue
- 2 Iron Sword
- 3 Iron Shield
- 4 Iron Ore



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Mine of Mysteries

The mine is filled with monsters, so be ready to fight as you search around. The lift near the entrance isn't in service—you'll have to explore on foot. Use the maps to find your way through.

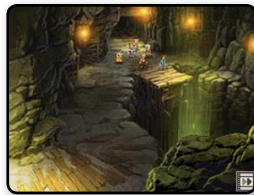


Secret passages lead to valuable loot here at Grayridge Mine. Check the maps to discover these passages' locations, then slip through to reach small treasure rooms.



Grayridge Gateway

The mine holds a Gateway like the one you found at the Fortress Ruins, but it's at the bottom of a pit and there's no way to reach it. You'll come back to the Gateway later; continue your search of the mine.



Encounter: Six-Eyed Worm

Mark your progress at the save orb on the mine's third floor and make sure your party is in good health: A tough fight against a powerful Six-Eyed Worm awaits. Unleash Marks of the Stars to thwart this dangerous enemy.



Macoute's Secret Stash

Macoute's hoard of ill-gotten riches lies in the room beyond the Six-Eyed Worm. Among the goods lies another odd book that glows when touched, bestowing new Marks of the Stars to the party. You've found evidence of Macoute's corruption, so leave his secret storeroom and use the nearby lift to return to the mine's entrance.



Encounter: Gilliam

Macoute and Gilliam await you near the mine's entrance, eager to silence the would-be telltales. Put your new Marks of the Stars to good use against Gilliam and his pair of Cynas Conscript guards, defeating the trio to escape the mine.



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GRAYRIDGE REVISITED



Truth Be Told

After returning to Grayridge and resting at the inn, head to the Outside Chapter Hall and speak with the guards near the secretary's office to enter the Chapter Hall itself. His reputation tarnished, Macoute has no choice but to hand over the pass to Cynas he wouldn't give you before. Mission accomplished! Now you can make for Cynas and the library.

NOTE

Macoute's absurd tax has been repealed, so feel free to do a little shopping here at Grayridge before marching off to Cynas.

Cynas—The Search for Knowledge

Having helped set things right in Grayridge, our Hero moves one step closer to finding the answers he seeks at Cynas. But first, the party must make their way through Fort Arc, an imposing Order stronghold that surrounds their crown city.

Missions

Name	Objective	Reward
To the Library at Last!	Visit Cynas's Library	50 Potch
Escape from the Order	Flee to Grayridge	5,000 Potch

FORT ARC

Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Fergus	Pierce	--	Medium	--	--
Conon	Slash	--	Short	Poison	--



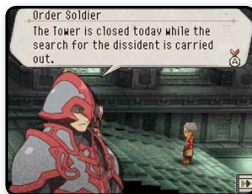
Passing Through

The special pass Macoute gave you grants passage through Fort Arc. Show the pass to the guards, then simply head north to reach the Order's mighty capital city of Cynas.

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CYNAS

No Admittance



Unfortunately, Cynas's library is located within the Tower of the Way, which is closed for the day.

The party decides to make the most of it and explore the city. Feel free to go wherever you like, speaking with citizens and browsing shops. When you're ready to move on, visit the inn and speak with the clerk to advance the plot.



An Odd Evening



Moans of discomfort wake the party during the night: A man in the next room is ill. Speak to the innkeeper to learn that the Order doesn't allow doctors to heal anyone who suddenly becomes sick. The party tries to nurse the man to health, but he isn't appreciative when he awakens the next day. Oh well, at least you can visit the library now!

To the Library!



The library's archives are daunting, but the archivist is happy to check for records of the glowing books you've found. No matter your dialogue choices, you can't leave your books here for study.

Public Address



There's activity in the street outside the library: Valfred, the Order's Lord Chancellor, is about to address his flock. The speech is unsettling, and the party agrees to flee Cynas while they have the chance.

You don't get far: The two scary men you encountered in Flesaria Forest surprise the party in an alley. They explain that they must have the books you possess, and a fight breaks out.

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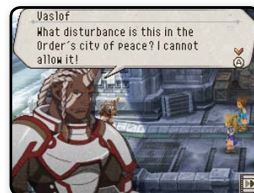
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You've now hope of winning against Fergus and Conon—they're far too powerful. Focus on survival instead; the fight is interrupted after three rounds of combat.

Awesome Auster

Your clash with Fergus and Conon ends abruptly: a giant Order general—an Auster Folk named Vaslof—intervenes to keep the peace in Cynas. The party takes the opportunity to flee.



NOTE

You must now escape Cynas before things get any worse, but feel free to rest at the inn and do some last-minute shopping if you like. You won't be coming back anytime soon!

GRAYRIDGE REVISITED

Trouble A-Brewin'



The party notices a commotion upon their return to Grayridge. Visit the Outside Chapter Hall area to learn that the Order intends to march on Citro Village and subjugate our Hero's hometown. Not good!



Next, swing by the Grayridge inn to speak with and recruit Logan once more. The old miner suggests you use the Gateway you found inside the mine to reach the Fortress Ruins ahead of the Order. Logan has a rope ladder that should let you reach the Gateway safely.



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GRAYRIDGE MINE REVISITED

Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Armored Spider	Pierce	--	Short	Paralyze	Copper Ore
Gray Turtle	Pierce	--	Short	Defend	Copper Ore; Iron Ore
Poison Viper	Pierce	--	Short/Front	Tail attack strikes entire front row; bite can inflict Poison	Glow Bead; Medicine
Shell Baboon	Pierce	--	Short	--	Wool Yarn
Silkmoth Larva	--	--	Short	Counter; Poison	Silk Thread
Spiked Lizard	Pierce	--	Short	--	Lizard Skin

POINTS OF INTEREST



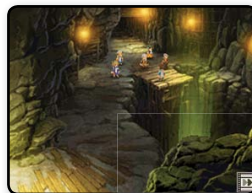
Lift

AREA TREASURE

1 Revival Statue

2 Iron Sword

Race to the Gateway



You've already explored the mine, so simply bolt to the ladder marked "B" on the map to reach the Gateway. The party steps through, returning to the Fortress Ruins in a flash.



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Citro Village—Order Warning

The journey to Cynas turned out to be quite the letdown. It seems that the Order is led by madmen who will stop at nothing to obtain the powers of the strange books you've found. They even plan to subjugate Citro Village by military force!

Missions

Name	Objective	Reward
Warn Citro Village!	Return to the Fortress Ruins	5,000 Potch
Defend Citro Village!	Defeat the advancing Order forces	10,000 Potch

FORTRESS RUINS

Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Cynas Conscript	Pierce	Slash; Strike	Medium	Defend	Revival Statue
Cynas Archer	Pierce	--	Long	--	--
Fergus	Pierce	--	Medium	--	--
Conon	Slash	--	Short	Poison	--

Checkpoint

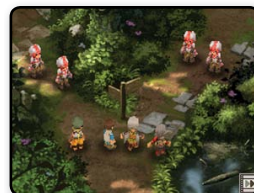


Emerging from the Gateway back at the Fortress Ruins, the party agrees that they must make a stand and prevent the Order's troops from advancing. Jale and Marica leave to warn Citro Village of the Order's intentions.

Take the stairs near Moana up to the Grand Hall and speak with Jale and Marica after they return from Citro Village. Liu, Dirk, and Elder Rajim have come to assist in repelling the Order's forces. Everyone agrees that they'll need to split into groups to counter the Order's numbers.

Three Teams

Tell Liu you're ready to go and he'll help you determine the groups you wish to send against the Order. Assign characters to the groups as you wish, but know that the Hero's team is the only one that'll be doing any fighting. Press **Ⓢ** to exit the party setup menu when you're ready to head out.



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When assigning groups, always pair front-row fighters with back-row support to gain a tactical advantage. Also, consider each character's Marks of the Stars abilities and try to form balanced teams that can heal their wounded.



Your first team (which includes the Hero) faces off against two soldiers: a Cynas Conscript backed by a Cynas Archer. The Archer has a lower defense, so try and defeat him first if you can.

Hasty Retreat

The Hero's team advances farther to find Dirk on the ground, unconscious. Logan carries him off the battlefield and then Conon and Fergus attack. This is another fight you can't win, so just focus on surviving for three short rounds until Liu intervenes.



The teams regroup at the Fortress Ruins, but the Order hasn't given up yet. Feel free to rest at the Wanderer Man's tent and save your progress at the save orb near Moana before heading out the Fortress Ruin's main entrance to engage the Order once more.

Help from Janam



Conon, Fergus, and many more Order soldiers prepare to strike, but their plans fall to ruin when they're ambushed from behind by two mysterious groups of powerful warriors hailing from the Magedom of Janam. Looks like you've found some new allies!

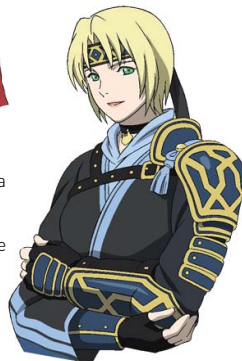
Asad

Captain of Janam's Second Mage Company. Has a strong sense of justice and a great affinity for his Company and the Blades.



Chrodechild

Formerly a princess of Astrasia and commander of its Royal Knights. Currently leads the Blades of Night's Veil in service to Janam.



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Suddenly outmatched, the Order has no choice but to flee. Your new friends, Asad and Chrodechild, are happy to have helped. They invite you to form an alliance with the Magedom of Janam—a very tempting offer.

Run around the fortress and speak to your friends to get their opinion on whether or not you should join forces with the Magedom. Visit Moana to cash in on your recent missions. Step outside to the Wanderer Man's tent for a special chat with Dirk.



After speaking with Dirk, return to the Grand Hall and talk to Asad and Chrodechild. Tell them you've made your decision: You wish to travel to Janam to meet its ruler, the Mage Lord, before making a final call.



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El-Qaral—Journey to the Magedom

Eager to learn more about his potential new allies, our Hero decides it best to visit the Magedom of Janam and see if the people there really are so different from the citizens of Cynas. In light of recent events, a powerful enemy of the Order would be nice to have as an ally!

Missions

Name	Objective	Reward
To the Magedom of Janam	Speak with the Mage Lord at El-Qaral	10,000 Potch

MISLATO RIVER

Enemies Encountered

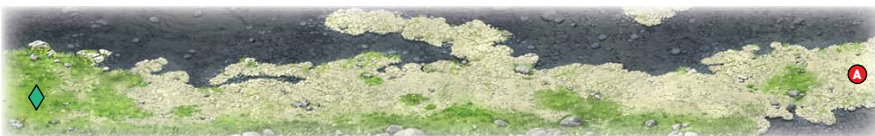
Name	Weakness	Defense	Range	Abilities	Item Drops
Raparo Bird	Slash	--	Long	--	Raparo Meat
Skyfish	Slash	--	Short	--	Medicine
Stealth Bird	Pierce	--	Long/All	Dust attack strikes entire party and can cause Fury	Glow Bead

POINTS OF INTEREST

⚠ Path blocked by guard

AREA TREASURE

1 Mislato Salmon





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Runnin' Down the River



The Mislato River winds eastward from the Fortress Ruins, its bank making an ideal trail toward the Magedom at El-Qaral. Be on your guard: This river teems with dangerous monsters.

Numerous guards block paths along the river, forcing you to take a direct path toward El-Qaral. Just keep heading right, battling monsters until you get there.


TIP

Head south just before leaving Mislato River to swipe some loot from a treasure chest.

EL-QARAL

City of Magic



Hit the Imperial Plaza to speak with the Mage Lord of Janam, Danash VIII. You also meet members of his family: Prince Shams and the first of his three royal wives, Lady Shairah. After agreeing to the alliance, Danash invites you to visit the city's Arcane Academy, where a special chronicle is kept.

Go to the Arcane Academy to speak with the Mage Lord's second royal wife, Lady Rizwan, and a scholar named Mubal. The chronicle they possess acts just like the first two you've found: It glows once touched, bestowing new Marks of the Stars!



Examine the red glowing orb that Mubal points out. This special orb allows you to view, equip, and reorganize your characters' Marks. Take a moment to view your characters' new Marks before leaving the Arcane Academy.

NOTE

Marks of the Stars cannot be swapped between characters. Each character can only use his or her unique Marks.

Back to the Fortress

Your newfound alliance is already proving useful. Spend some time shopping within the Magedom if you like, then leave the city and return to the Fortress Ruins. Speak with Moana once you get there to gather everyone into the Grand Hall.



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Everyone is pleased that an alliance has been forged with the Magedom. Mission complete!

The Magedom's Requests

You've now pressing missions, so feel free to explore your headquarters for a while, or even leave and explore the outside world. When you're ready to advance the story, speak to Moana to learn that the Magedom has already sent you not one, but three job offers. Looks like they're planning on taking full advantage of their new allies!



Magedom Mission 1-Shairah's Request

You've struck an alliance with a powerful kingdom, but it's come at a cost: The Magedom of Janam has plenty of special tasks for you. Moana informs you that the first royal wife, Shairah, has requested an audience at El-Qaral. Wonder what she could want?

Missions

Name	Objective	Reward
1st Empress Consort Shairah	Speak with Shairah at El-Qaral	5,000 Potch
Scout Out Ladzaa Fortress	Journey to Ladzaa Fortress	20,000 Potch
Get Cougar Back Home	Return to Ladzaa Fortress	Dragon Claws; Argent Fists



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EL-QARAL

Recon Mission

Accept the "1st Empress Consort Shairah" quest from Moana, then head to the Imperial Plaza at El-Qaral. Shairah awaits you there and asks you to do a little recon mission on an Order-controlled fortress to the north.



Assemble your party for the upcoming recon op. Combat will be light, so feel free to include lower-level characters who could use some EXP. Shop, save, and head out to Mislato River.



MISLATO RIVER



POINTS OF INTEREST

- Path blocked by guard
- Path no longer blocked
- To Ladzaa Fortress

AREA TREASURE

- Mislato Salmon
- Sapphire Rod
- Magedom Sword



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Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Raparo Bird	Slash	--	Long	--	Raparo Meat
Skyfish	Slash	--	Short	--	Medicine
Stealth Bird	Pierce	--	Long/All	Dust attack strikes entire party and can cause Fury	Glow Bead

To the Fortress

Janam soldiers no longer block the Mislato River's northern trails, so venture north, looting new treasure chests on your way toward Ladzaa Fortress.



When you can see the fortress in the distance, you know you're close. Continue moving north until you arrive.

LADZAA FORTRESS

Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Cynas Archer	Pierce	--	Long	--	Mega Medicine
Cynas Conscript	Pierce	Slash; Strike	Medium	Mega Medicine	Medicine

Saving a Stranger

A cloaked figure flees from the fortress just as you arrive. Defeat the three Cynas troops that give chase.



The cloaked figure turns out to be a Furious Roar man from another world named Cougar. He's surprised and grateful for your help, and joins the party.

Cougar

A Furious Roar man who wandered into this world and couldn't get back. Treated like a monster until the day he met the Hero.



Travel back to El-Qaral and visit the inn. A doctor is summoned to look after Cougar's wounds. Afterward, Cougar agrees to go back to the Fortress Ruins and try using the Gateway there to return to his world.



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FORTRESS RUINS

Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Porpos Soldier	--	--	Long	--	Mega Medicine
Porpos	--	--	Long	--	Trident

Wrong Gateway



Return to the Fortress Ruins and head to the Gateway. Unfortunately, Cougar can't travel through!

An old Wanderer man named Wahie appears and tells the group that Cougar can only return through the same Gateway he arrived through, which is inside Ladzaa Fortress. Looks like you'll need to take that fortress down!



Wahie

A renown Wanderer known as a guru. Travels across Infinity and rarely shows up, but decides to settle down to help the Company.



House call



Leaving the Gateway, the party is surprised to see a doctor and nurse from El-Qaral have followed them. They wish to join the Company in the hopes of examining more exotic creatures like Cougar.

Zahra

A doctor from Janam. Shows an abnormal interest in non-human patients and joined the Company for this very reason.



Eunice

A nurse and Zahra's assistant. She's a true "angel in white" to patients, but can be scolding and stern toward Zahra.



NOTE

Eunice now sells useful goods such as Medicine and Revival Statues at Zahra's office inside the fort. Visit her anytime you need to stock up.



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Sneak Attack



A warning is suddenly raised:
Enemies are attacking the fortress!
Mass a strong party to head out and
confront them.

TIP

Always try to include a lower-level character or two in each party to help them advance and spread EXP to your whole Company.

Exit through the fort's front entrance for a tough showdown against three strange creatures known as Porpos-kin. Use powerful Marks attacks as you work at driving these unexpected threats off.

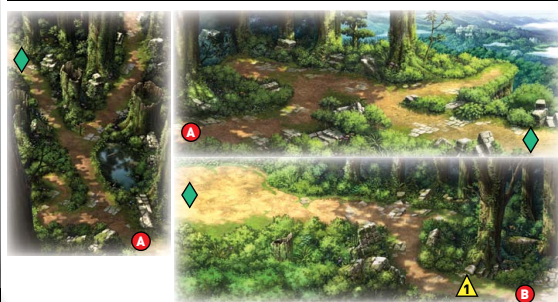


Book Burner



Dirk arrives at the fort's rear entrance after you've dealt with the Porpos-kin. Speak with Erin at the Tavern to rest and edit your party if you like, then save on your way upstairs to the Chronicle room. There you find Dirk attempting to burn the Chronicles! Dirk flees and the party gives chase.

FLESARIA FOREST NORTH



Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Bull's-Eye Larva	Strike	--	Short	--	Medicine
Fanged Baboon	Strike	--	Short	--	Wool Yarn
Geldi Monkey	Strike	--	Short	--	Wool Yarn
Googly Tree Bud	Strike	--	Short	--	Herbal Medicine
Mossball	Strike	--	Short	--	Herbal Medicine; Cotton Thread
Saw Kingfisher	Slash	--	Long	--	--

POINTS OF INTEREST

Path blocked by guard

Fighting in the Forest



Use the maps to navigate Flesaria Forest North again in search of Dirk. You encounter two new adversaries when you finally catch the traitor: A mysterious girl and a bulky Cynas warrior named Nova. A fight breaks out that you cannot win, so just focus on surviving until it ends prematurely.

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FORTRESS RUINS REVISITED

No Harm Done



Dirk leaves with his new friends, but as luck would have it, the Chronicles were not harmed in his attack. Speak with Moana to claim your rewards, speak to Erin to rest up, then save before asking Moana for your next Magedom mission.

Magedom Mission 11—Rizwan's Request

The second royal wife has a task for you. Here's hoping it goes a little smoother than Shairah's!

Missions

Name	Objective	Reward
2nd Empress Consort Rizwan Help Research Chronicles	Speak with Rizwan at EL-Qaral Battle fake research enemies	5,000 Potch 10,000 Potch

EL-QARAL

Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Rock Dragon	Slash; Pierce --		Short	--	Gold Ore; Revival Statue

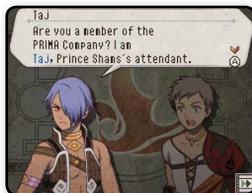
A Favor for Shams

Accept the "2nd Empress Consort Rizwan" mission from Moana, then head for EL-Qaral (Mubal accompanies you). A servant of Prince Shams named Taj greets you when you arrive at the city and asks you to follow him to the Prince's Palace.



Taj

Loyal servant to Prince Shams.
Serves as both attendant and bodyguard.





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Shams awaits you at his palace and asks you to look in on his sister, Princess Manaril, at the Arcane Academy. He gives you a key to the Academy's cellar, where Manaril stays.

Power of the Stars



Visit the Arcane Academy to speak with Lady Rizwan. She asks you to showcase your Marks of the Stars skills against false "dreambeasts" to help further her research.



Rizwan leads you into the back room where the dreambeasts are created. You then face off against a powerful Rock Dragon. The monster can defeat your party the same as any other enemy, so don't hold back. Use your best Marks to defeat it.

TIP

Use Marks that can Unbalance enemies to simplify this fight. The Unbalance effect can be extremely effective against single monsters like this Rock Dragon!



Cellar Sneak



Rizwan leaves shortly after you defeat the Rock Dragon. Now's your chance! Use the key you were given to unlock the Arcane Academy's cellar door, then run down the long staircase that follows.

The party finds Rizwan and Manaril in the basement. It seems that Manaril is being forced to use her special talents to read from the Chronicles. Taj appears and begs the party return to the Prince's Palace.



Leave the Arcane Academy and go to the Prince's Palace. Agree to help Manaril when the time is right to please Shams. Mission accomplished! Do a little shopping here in EL-Qaral if you like before returning to the Fortress Ruins to receive your final Magedom mission.

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Magedom Mission III—Kureyah's Request

The third and final Magedom mission comes from the third royal wife, Kureyah. Let's wrap this up so you can send Cougar back home!

Missions

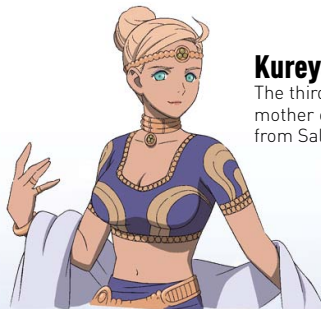
Name	Objective	Reward
3rd Empress Consort Kureyah	Speak with Kureyah at El-Qaral	5,000 Potch
Escort Me to Salsabil	Travel south to Salsabil	10,000 Potch
Defend the Castle! Rod	Defeat enemies near Fortress Ruins	Argent Great Sword; Sapphire

EL-QARAL

Escort Duty



Accept the "3rd Empress Consort Kureyah" mission from Moana and then travel to El-Qaral once more. Speak with Lady Kureyah at the Prince's Palace, who asks you to escort her to Salsabil. No sweat!



Kureyah

The third royal wife of Danash VIII and mother of Prince Shams. Originally from Salsabil.

TIP

The road to Salsabil is fraught with enemies—a perfect chance to spread EXP to low-level allies.



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MISLATO RIVER

Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Stealth Bird	Pierce	--	Long/All	Dust attack strikes entire party and can cause Fury	Glow Bead
Inpu	Slash	--	Short	--	Wool Yarn; Medicine
Raparo Bird	Slash	--	Long	--	Raparo Meat
Skyfish	Slash	--	Short	--	Medicine
Ruffian	--	--	Short	--	--
Ruffian Head	--	--	Short	--	--



To Salsabil



Mislato River's southern trail is now open, allowing you to explore farther south. Keep an eye out for treasure on your way south and beware the stronger enemies you encounter.



A gang of Ruffians waylays your party just outside of Salsabil. This is an easy fight; simply wipe out the two Ruffians in front, then gang up on the Ruffian Head. Continue toward Salsabil when the dust settles.

POINTS OF INTEREST

- 1 Path no longer blocked
- 2 Out of bounds
- 3 Ruffian encounter

AREA TREASURE

- 1 Mislato Salmon
- 2 Silver Spear
- 3 Bronze Axe
- 4 Iron Great Sword
- 5 5,000 Potch

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SALSABIL

Meet the Parents



Hit the Viceroy's Mansion to meet Kureyah's parents: Masrur, the Viceroy of Salsabil, and his wife, Furat. The two wish to spend the evening with their daughter; agree to leave and return to collect Kureyah in the morning.

Feel free to explore this new city and do a little shopping. Speak to the innkeeper to spend the night, then return to the Viceroy's Mansion.



Eavesdrop on a conversation between Masrur and Kureyah to learn more of the conflict between the royal families of Janam. After the dialogue, escort Kureyah back to El-Qaral.

EL-QARAL REVISITED

A Job Well Done



Return to the Prince's Palace to meet Shams and close out the mission. Well done!

Looming Attack

One of Asad's messengers intercepts you as you leave the Prince's Palace, warning you that enemies are massing to attack your fortress. Do some last-minute shopping if you like before hurrying back to the Fortress Ruins.





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FORTRESS RUINS

Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Cynas Conscript	Pierce	Slash; Strike	Medium	Defend	Revival Statue; Broadsword; Iron Mail; Mega Medicine Mixed Herbs
Cynas Mage	Pierce	Slash; Strike	Long	--	

Goon from Grayridge

Moana confirms that Cynas soldiers are massing at Grayridge in preparation for another attack. Go to the Grand Hall to rally your allies and prep three teams for the coming conflict.


TIP

Pile weaker characters into groups of three and pair up stronger allies to form tough groups of two.



Everyone leaves to engage the enemy in the forest. Jale's team goes first, facing three Cynas Conscripts. Mass your attacks against each one in turn until all three have fallen.

Logan's team goes second, fighting two Cynas Conscripts and a Cynas Archer. Defeat the back-row Archer first if you can—his armor is weak compared to the Conscripts.



The Hero's team goes last, pitted against another trio of Conscripts. Show them no mercy.

Victory!

The day is won and Cynas's forces have been driven back yet again. Speak with Moana to claim your quest rewards, and for a special message: The Mage Lord wants you to join in the upcoming siege of Ladzaa Fortress. It's your the chance to finally bring Cougar home!



Return to the Grand Hall to inform your allies and prep a new party for the upcoming siege. Cougar must come along, of course, but feel free to bring whomever else you like.



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Ladzaa Fortress—Storming the Order

Now that you've completed all three missions for the three Empress Consorts, the Magedom has finally decided that the time is right to assault Ladzaa Fortress. This is your chance to help Cougar find his way home!

Missions

Name	Objective	Reward
Ladzaa Fortress Siege	Attack Ladzaa Fortress	30,000 Potch

MISLATO RIVER



Fight to the Fort

No need to travel to El-Qaral this time; you're whisked away after you finish prepping your party. You begin at the north end of Mislato River and must fight your way to the fort as you did during your recon mission.



You're engaged by Cynas soldiers at two points on your way to the fortress: Once by two Archers and a Captain, and again by a Captain and two Mages. Mass your attacks against the Captains to drop them fast, then unload on the Archers/ Mages when they're forced to move

Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Cynas Archer	Pierce	--	Long	--	Mega Medicine
Cynas Captain	Strike	Slash; Pierce	Short	Defend	Revival Statue
Cynas Mage	Pierce	Slash; Strike	Long	--	Mixed Herbs; Mega Medicine

POINTS OF INTEREST

- Starting point
- Cynas soldier encounter
- To Ladzaa Fortress

up. Be sure to heal up afterward—a tough fight draws near!

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LADZAA FORTRESS

Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Vaslof	Strike	Slash; Pierce	Short	--	--
Resno	Strike	Slash; Pierce	Short	--	--

Plans Backfire

The party is confronted by two massive Auster Folk along the fortress's entry bridge. Its Vaslof—the Auster who saved you back at Cynas! This time Vaslof and his partner Resno must fight you—a fight you cannot win. Defend and survive until the fight ends abruptly.



Realizing you're no match, Vaslof lets you flee the area. The Magedom forces are crumbling against the powerful Austers—it'll take strategy to take Ladzaa Fortress. Return to the Fortress Ruins for your reward and speak to Moana to begin a new mission entitled "Looking for Someone."



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Salsabil—Looking for Someone

The siege on Ladzaa Fortress didn't go as planned—the Auster Folk proved too powerful to overcome. Things have died down a bit, so speak to Moana when you're ready to start a new mission called "Looking for Someone."

Missions

Name	Objective	Reward
Looking for Someone	Speak with Morrin at Salsabil's inn	1,000 Potch

SALSABIL

Morrin's Request

Accept the "Looking for Someone" quest from Moana, then travel to Salsabil. Visit the back room of the inn to speak with a woman named Morrin, who asks you to find someone named Icas. Agree that you'll do so, then return to the Fortress Ruins.



FORTRESS RUINS

New Task

After hearing your story, Moana gets an idea: Maybe attractive women could be used as bait to lure out Icas, who's a renowned ladies' man. That wraps up the "Looking for Someone" mission; speak with Moana to claim your reward.



Moana now offers a new mission called "Find Icas," but don't accept it just yet. This type of mission is known as a Party Quest, and to beat it, you must send a special group of characters off on a journey for several days. Moana hinted that you need to send attractive women, but unfortunately, you don't have enough women in your party. Wonder where you could find some more?

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CITRO VILLAGE

Recruiting Sisuca



You guessed it: Head to Citra Village and visit the Elder's House to speak with Marica's sister, Sisuca. She's overjoyed that you've come to visit and instantly packs up her things, eager to move into the Fortress Ruins.

FORTRESS RUINS REVISITED

Facing the Storm



Return to the Fortress Ruins. A man from Citra Village meets you just outside the fort with a warning—"the storm" is coming!

"The storm" turns out to be a middle-aged woman who seems to have a bone to pick with Jale. She beats him up before clarifying that she's actually his mother, Selen, and is simply testing him. Selen leaves but promises to return to test Jale's skills again soon.



Visit from Atrie

Next, visit the Gateway to speak with Atrie and see how things are going in his world. Leave afterward to speak with Liu, who urges you meet to him at the Grand Hall.



Selen

A powerful traveling warrior and mother of Jale. Likes to test her son's fighting abilities. Known as "the storm."



Atrie

A visitor boy from another world. He was friends with the Hero in a vision that the Hero saw when he touched one of the Chronicles, so the Hero trusts Atrie. He seems to be involved in the events surrounding the books.



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Liu's Plan



Hurry to the Grand Hall to speak with Liu, who's developed a plan: Perhaps the Porpos-kin can exploit Mislato River to help you take Ladzaa Fortress by surprise! You'll need to visit the Porpos-kin and win their trust first. Sounds like Icas will have to wait!

NOTE

Finding Icas is actually an optional mission and not part of the critical-path walkthrough. See the "Party Quests" chapter for tips on how to beat optional Party Quests such as this.

NOTE

Now that Sisuca has moved into the Fortress Ruins, you may speak with her at any time to officially recruit her as an ally. If you'd like to bring Sisuca into the next mission, simply speak with Erin at the fort's Tavern to change your party.

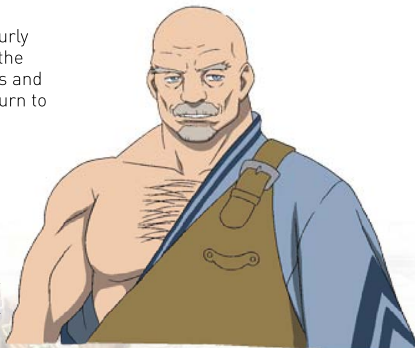
Great Gadburg



You meet another new friend as you leave the fort, a burly blacksmith named Gadburg, who sets up shop inside the Fortress Ruins, ready to sell his finely crafted weapons and armor. Gadburg stands just to the right of Moana—return to the fort right now if you want to browse his wares.

Gadburg

A former blacksmith to Astrasian royal family. Greatly talented, and the only person who can forge the black blades used by the Blades of Night's Veil.



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New Friends—The Porpos-Kin

Liu might be on to something: If the Porpos-kin can be made allies, they could play a key role in seizing Ladzaa Fortress. The Porpos hail from a faraway city, so you'll be doing a lot of traveling before you get there.

Missions

Name	Objective	Reward
Make Allies of the Porpos	Travel to Naineneis; prove worth to Porpos	10,000 Potch

GINEH VALLEY

Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Bee Spider	--	--	Short	Poison	Medicine
Hammer Tongue	Slash	--	Short	--	Lizard Skin
Inpumeleon	Slash	--	Short	Poison	Lizard Skin
Sledge Mantis	--	--	Short/All	Stomp attack strikes entire party	Giant Bug Shell
Venus Truffle	Slash	--	Short	--	Cotton Thread; Dried Truffle
Water Boar	Slash	--	Short	--	Medicine



AREA TREASURE

- 1 Peach Juice
- 2 Mixed Herbs
- 3 Healing Incense
- 4 Truffle Stew



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Valley of Danger



Put a party together and then set off for Gineh Valley, which appears on the map just west of Flesaria Forest North. (Cougar must join you.) The valley is filled with monsters and treasure; let the maps guide you through until you come out of the valley's western side.

TEHAH VILLAGE

Town by the Mountains



Gineh Valley leads west into a frigid village at the base of some snowcapped mountains. Visit Tehah Village's plaza to find that old windbag Macoute preaching the Order's virtues. The crowd isn't thrilled and Macoute leaves after a tongue-lashing from our Hero.

Explore the village, do a little shopping if you like, then rest at the inn to recover from your recent jaunt through Gineh Valley. When you're ready to move on, exit the village and head for the Ch'olui Mountains to the west.

**TIP**

Speak with the old wise man named Sotah at the Residence if you'd like to brush up on recent terminology.



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CH'OLUI MOUNTAINS

Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Ball Pig	Strike	--	Short	Poison	Wool Yarn
Evil Laggart	Slash	--	Short	--	Laggart Pelt
Rock Bird	Slash	--	Long/All	Swoop attack strikes entire party; Poison	Eternal Feather
Snow Fenrir	Strike	--	Long/All	Tumble attack strikes entire party; Sleep	--
Sword Gazelle	Slash	--	Short	--	Gazelle Fur

POINTS OF INTEREST

- 1 Nhazu joins party
- 2 Dogha's cabin
- 3 Dogha predicts snow slide

AREA TREASURE

- 1 Fur Cape
- 2 Ch'olui Cabbage
- 3 Janam Potato
- 4 Wool Hat
- 5 Fur Shoes
- 6 Wool Robe



Through Cold and Snow

The Ch'olui Mountains are even more treacherous than Gineh Valley, so be on your guard. Slay enemies as you climb the snowy slopes, using the maps to discover treasure as make your way through.



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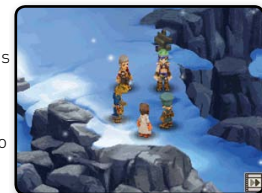
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A boy from Tehah Village named Nhazu catches up with the party a short way up the mountain. He urges you to speak with a mountain man named Dogha, who has the handy ability to predict snow slides. Head north at the fork past the signpost to reach Dogha's cabin.

Nhazu appears, joins you as a companion, warns of snow slides, and says to find Dogha.

Nhazu

An energetic boy from Tehah Village. He looks up to Dogha, seeing him as a master mountaineer.



Mountain Man



Scout the area for treasure before approaching the cabin door to speak with Dogha. With Nhazu along, you're able to convince Dogha to guide you through the mountains. Backtrack the way you came and, this time, bear left at the fork near the signpost.



It's not long before Dogha gets to showcase his talents. He warns of an impending snow slide and says to take a higher trail. Do so to avoid the crashing snow that falls as you make your way across, then simply keep heading west until you've crossed the mountains.

Dogha

An old man who lives in a cabin at the Ch'olui Mountains. Loves the snow and can predict snow slides.



NAINENEIS

Cold Reception



It seems the city of Naineneis isn't accepting human visitors. Fortunately, you've brought Cougar along! He convinces the Porpos-kin to open up and let you in.



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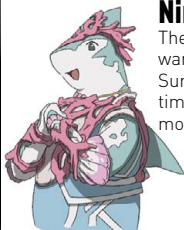
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Go to the Temple first to meet Neira, the Porpos-kin's high priestess. Neira explains that men from the Order stole precious beads from the Porpos-kin. She agrees to help the Company if you're able to return her lost beads. Agree to have a Porpos named Nimni join your party.



Nimni

The Porpos-kin's greatest warrior. Trusted by Neira. Surprisingly humble and timid-sounding, and easily moved.



Neira

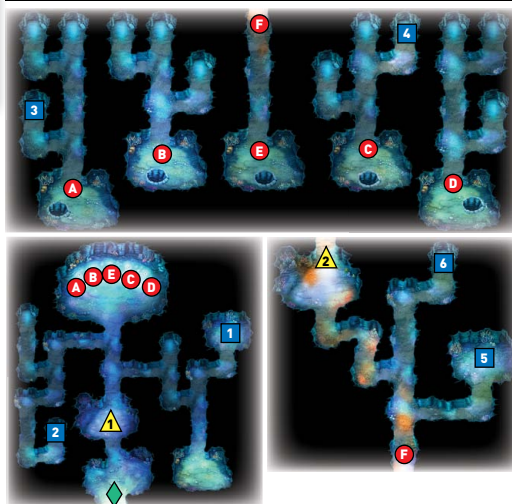
Leader of the Porpos-kin and priestess to the Sea God Ninulneda. Sometimes becomes "taken over" by the Sea God's spirit.



Nimni tells you that the beads are kept in a nearby cave. Shop, rest, and save here at Naineneis before leaving town.



COASTAL CAVE



POINTS OF INTEREST

- 1 First bead location
- 2 To bead altar

AREA TREASURE

- 1 Seashell Shield
- 2 Trident
- 3 30,000 Potch
- 4 Shell Backplate
- 5 Adept's Shoes
- 6 Mystic Medicine

Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Gelfish	Strike	--	Short	--	Mega Medicine
Naineneis Turtle	Pierce	--	Short	Defend	Iron Ore; Silver Ore
Piercer Bird	Slash	--	Short	--	Raparo Meat; Piercer Beak
Sahagin Head	Pierce	--	Short/All	Spark attack strikes entire party, can cause Unbalance	Uncut Emerald
Sea Scorpion	Pierce	--	Short	Paralyze	Scorpion Hide
Sea Serpent	--	--	Short/Front	Silence; Tail attack strikes entire front row	Glow Bead
Simurgh	Pierce	--	Long/All	Sleep; Windstorm attack strikes entire party	--
Bowing Crab	--	--	Short/All	Flame breath strikes entire party	Giant Crab Meat; Rainbow Thread
Conon	Slash	--	Short/All	Water attack strikes entire party	Ninja Garb; Revival Statue



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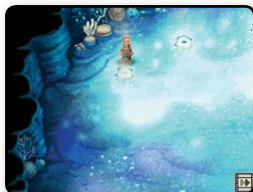
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Need for Beads



Just a few steps into the cave, the party notices a bead necklace on the ground. Nimni explains that there are more beads farther in. There better be—that was too easy!

Use the maps to guide you through the cave, making sure to nab all the valuable treasure. The monsters are strong here, so don't hold back!



Crabby Attitude



Deep inside the cavern, the party encounters a monstrous Bowing Crab. This fiend is actually a Renegade, placed there by the Order to ensure the Porpos couldn't reach the final lost beads. Unleash your best attacks against the Bowing Crab, heal and defend when necessary, and make sure to strike often with Cougar.

NOTE

All party members can harm the Bowing Crab, but because it's a Renegade, only Cougar can deal the final blow.

TIP

If possible, use Marks that can knock the Bowing Crab into the Unbalanced state to simplify the fight.

With the Bowing Crab out of the way, you're free to claim the Porpos-kin's final batch of beads. Surprisingly, the beads turn out to have the same effect as the Chronicles you've found, glowing and bestowing new Marks of the Stars to your group!



Uninvited Guest



You've found what you were after, so start backtracking through the cave. Conon ambushes you as you make your escape, forcing you to do battle once more. Fortunately, Conon is a breeze compared to the Bowing Crab—best him and then continue your escape back to Naineneis.





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NAINENEIS REVISITED

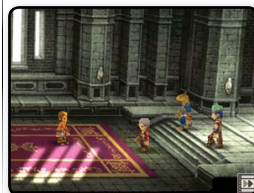
Finned Friends



Return to the Naineneis Temple to show Neira you've accomplished your mission. She's overjoyed and agrees to help you in your next attack on Ladzaa Fortress. Well done! Return to the Fortress Ruins to claim your quest reward.

FORTRESS RUINS

Word from Janam



After talking with Moana, head upstairs to the Grand Hall to speak with Asad's subordinate, Nakil. The messenger tells you that Janam is ready to storm Ladzaa Fortress once more. Set up your parties and prepare for war!

Ladzaa Fortress—Second Siege

With the Porpos-kin on your side, the stage is set for another siege on Ladzaa Fortress. Things will be different this time around!

Missions

Name	Objective	Reward
Ladzaa Fortress Siege Again	Assault Ladzaa Fortress	30,000 Potch
Rescue the Prisoners	Help Asad free Magedom prisoners	20,000 Potch
Goodbye, Magedom!	Flee Janam	5,000 Potch
Journey to the West	N/A	20,000 Potch

EL-QARAL

Prepping for War

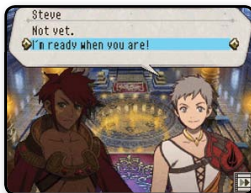
After building your parties, travel to El-Qaral. Visit the Imperial Plaza to coordinate your attack strategy with the Mage Lord.



The Blades of Night's Veil were insulted by the Mage Lord's strategy, so be sure to visit the Blades' Outpost and smooth things over afterward. It seems the Mage Lord really like pulling people's strings.

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Shop around if you like, then return to the Imperial Plaza when you're ready and speak with Asad to begin the attack on Ladzaa.

MISLATO RIVER AND LADZAA FORTRESS

Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Raparo Bird	Slash	--	Long	--	Raparo Meat
Skyfish	Slash	--	Short	--	Medicine
Stealth Bird	Pierce	--	Long/All	Dust attack strikes entire party and can cause Fury	Glow Bead

POINTS OF INTEREST

- Starting point
- To Ladzaa Fortress

Here We Go Again

As before, you must cross the northern part of Mislato River to reach the fortress. There are no special encounters this time, so simply make your way to the fort as normal.





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LADZAA FORTRESS

Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Auster Soldier	Strike	Slash; Pierce	Short	--	Mega Medicine
Vaslof	Strike	Slash; Pierce	Short	--	--
Resno	Strike	Slash; Pierce	Short	--	--
Cynas Captain	Strike	Slash; Pierce	Short	Defend	Revival Statue
Cynas Mage	Pierce	Slash; Strike	Long	--	Mega Medicine
Cynas Conscript	Pierce	Slash; Strike	Medium	Defend	Mega Medicine

Austers on the Bridge



A trio of giant Auster Soldiers engages your main party as they cross the long bridge leading into Ladzaa Fortress. These guys aren't nearly as strong as Vaslof and Resno, so just gang up on each one in turn until all three fall.

Vaslof and Resno attack you next, intent on halting your progress. Again, the pair are too much for your main party to handle—simply hold out until the battle ends prematurely.



The Porpos-kin Strike!



The Porpos-kin are as good as their word and use the river to sneak into Ladzaa Fortress. Use their Seafood Smack co-op attack to decimate the Cynas troops inside the fort and claim swift victory.

Though the fort is lost, Vaslof is truly impressed by the Company's tactics. He flees, hoping they meet again. Mission accomplished!



Fond Farewell



Congratulations, the fort is now yours! Dash left to find the Gateway that can finally send Cougar home.



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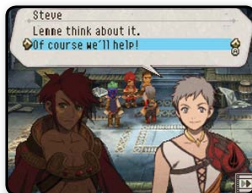
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Missing Prisoners



After Cougar leaves, Asad informs you that many Janam prisoners were taken away to a nearby camp. He asks for your help in saving them. Of course, why not?

Before long, a commotion sounds. Run left to investigate: The Janam prisoners have returned! Apparently they were just set free, but something doesn't feel quite right.



Go right to encounter Chrodechild and the Blades. Warn them that you think the Order is up to something, then chase after them as they go to warn the Mage Lord.



You're too late! An earthquake shakes the fortress as you sprint across the bridge, causing the mighty stronghold to collapse. The Order must have known that would happen! Asad soon arrives with even more troubling news: Apparently, the Blades of Night's Veil are now in trouble with the Mage Lord. Hurry back to El-Qaral to see what's up.

EL-QARAL REVISITED

Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Janam Soldier	Strike	--	Short/Long	--	Mega Medicine
Rock Dragon	Slash; Pierce--		Short/All	Roll attack strikes entire party	Revival Statue

Trouble Brews



Go to the inn and speak to the innkeeper to advance the plot. Asad tells you that the Mage Lord is blaming the Blades for what happened at Ladzaa. You form a plan to flee the Magedom and sever ties. Taj appears and asks you to please save Princess Manaril before you go.



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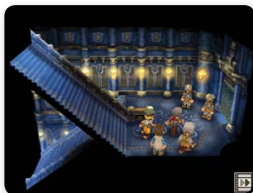
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You find Manaril in the cellar, lying in bed. Tell her your plan and then lead her back upstairs.

Go to the Arcane Academy next and head downstairs toward the cellar. You're stopped along the staircase by three Magedom soldiers, but they're easily bested. Continue to the bottom.



Exiting the cellar, the party is ambushed by the same Rock Dragon dreambeast they fought for Lady Rizwan before. The fight is similar; gang up on the Rock Dragon to quickly slay it. Rizwan lets you escape afterward, seemingly unconcerned about her daughter's welfare.

Leave the Arcane Academy to meet up with Asad. He tells you he's freed the Blades from imprisonment and tells you they'll all wait for you at Mislato River. Looks like you're gonna get away with it!



Take Manaril to the Prince's Palace next to speak with Shams. The young prince says he must stay to help rule the Magedom but urges you to flee with Manaril. Agree and then leave the city.



MISLATO RIVER REVISITED

Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Janam Soldier	Strike	--	Short/Long	--	Mega Medicine
Janam Mage	Pierce	--	Long	--	Mega Medicine

Showdown with the Mage Lord



Just outside the walls of El-Qaral, the party is caught by the Mage Lord and Lady Shairah. An argument breaks out, culminating in a trio of fights against Janam forces. The fights are all quite easy; exploit co-op attacks and unleash your best Marks powers to quickly wipe everyone out.

After defeating the Mage Lord's thugs, flee west along the river, heading away from El-Qaral. Nearing the Fortress Ruins, the party notices a lake has formed close to the fort. What gives?





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HEADQUARTERS

No More Ruins



Entering the fort, the party is shocked to see that the entire structure has been transformed. No longer ruins, the fortress is now whole, with several more floors and areas to explore. The Hero tells his allies that the alliance with the Magedom is no more, but fortunately, the Blades of Night's Veil have joined the Company.

NOTE

From this point forward, the Fortress Ruins are now called the Headquarters.



Take your time exploring your new castle—there's lots to see! At your leisure, take Manaril to speak with Mubal at the Chronicle room, which is now located off the 3rd Floor Hall. The two agree that they should fight with the Company and join up, officially becoming your allies.

TIP

Now that you've gained some new friends, use nearby red orb to set up everyone's Marks. You must often equip Marks of the Stars for new characters.



Next, go down to the ground floor and head left through the Tavern to reach an odd room with a treasure chest. There are fancy new clothes inside the chest, and they're a perfect fit for the Hero.

Return to Moana in your fresh new duds to learn that someone has come through the Gateway. Go to the Gateway to speak with Atrie and Hotupa, who shed a bit of light on what's going on.



Go to the Grand Hall afterward (which is off the 4th Floor Hall) for another chat with Hotupa. He explains much more this time, revealing that half the Ch'olui Mountains have vanished and been replaced by a grassy plain! Select a party to travel out and investigate this strange occurrence.

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Strange Transformations—Ch'olui Mountains

With reports flooding in that half the Ch'olui Mountains have suddenly vanished, the party is eager to explore westward and see what has changed. With any luck, the city of Naineneis and the Blade's native kingdom of Astrasia have been unaffected by the sudden chaos.

Missions

Name	Objective	Reward
Journey to the West	Explore the land's western half	20,000 Potch

TEHAH VILLAGE

Similar, but Different

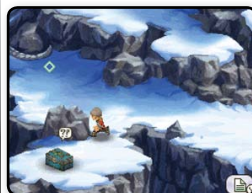


Your first stop is Tehah Village, which is still located west of Gineh Valley. Hit the Plaza to speak with Nhazu, who seems fairly certain that something strange is going on, but can't put his finger on what's changed.

Go to the Inn/Vendor next and speak with the clerk, who offers you a nice bowl of soup. Tell the clerk you'll have some to meet the chef. Do a little shopping afterward if you like and then leave the village. You may now travel directly to the Marsinah Plains to carry out your investigation.



Mountain Climber



If you like, you may explore the Ch'olui Mountains before visiting the Marsinah Plains. The mountains are largely the same, except their western half is totally gone—a thick rope leads down to a closed-off section of the Marsinah Plains instead, where you may explore some more Mysterious Ruins that are very similar to the ones you

found at Citro Plain after its transformation. There's also a new treasure chest near the rope; it contains some Water Dragon Claws. See the "Optional Jaunts" chapter for maps and info on what's inside the ruins.

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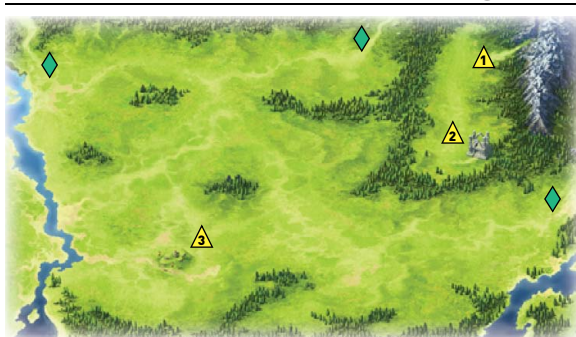
MARSINAH PLAINS

Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Armored Gazelle	Pierce	--	Short	--	--
Grass Laggart	Pierce	--	Short	--	Laggart Pelt
One-Eyed Spider	Strike	--	Short	Paralyze	Silver Ore;
Pekklar	Pierce	--	Short/Line	Charge attack strikes all characters in a line	Mega Medicine Pekklar Meat
Sand Serpent	Pierce	--	Short	--	Gold Ore;
Vampire Bee	Strike	--	Short	Drain Life	Cheery Incense --

POINTS OF INTEREST

- 1 From Ch'olui Mountains
- 2 Mysterious Ruins
- 3 Cragbark



The Plains! The Plains!



It's true: A rolling grassy plain really has replaced the western half of Ch'olui Mountains. Crazy! Head west to investigate.

Keep exploring until you eventually encounter a Pekklar, which resembles a giant boar. These beasts are by far the toughest things roaming about the plain, so don't hold back. Unleash your most devastating Marks to defeat it with all speed.



Help from the Furious Roar



More Pekklars draw near, but as luck would have it, a trio of beast-like creatures suddenly appear and quickly wipe them out. Afterward, the chief introduces himself and his tribe as members of the Furious Roar and invites you back to their village. Keep heading west until you reach Cragbark, which is marked on the map.

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Diulf

King of the Tribe of the Furious Roar. A decisive leader and the mightiest warrior in the tribe. Revered by his people.

Servillah

A Furious Roar warrior. She and Lycia serve King Diulf. Her specialty is stealth, and she's always calm.



Lycia

A tough Furious Roar warrior. She serves King Diulf alongside Servillah. Cheerful, easygoing, and a surprisingly voracious eater.

CRAGBARK

Tribal Village



Everyone at Cragbark is pleased to meet the Company. Introduce yourself to folks in the Town Square, then head to the Inn to rest up.

The party finds Macoute at the Inn—apparently the old windbag is spreading the Order's gospel here, too. However, the belief in a predetermined future doesn't fit with the Furious Roar tribe's beliefs, and King Diulf sends Macoute away.



Next, head to the House of the King to enjoy a Pekkklar feast with Diulf. Return to the Inn afterward to rest for the night.

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Uninvited Guests



The party is awoken in the middle of the night: Nova and the same mysterious woman they met while chasing after Dirk have come to Cragbark in search of a Chronicle. A battle breaks out—hammer the two villains with your best Marks until the fight ends prematurely.

Dirk arrives—he's apparently stolen the tribe's Chronicle while everyone was busy fighting. The Furious Roar suspect the party had something to do with the plot, and no matter what you say, King Diulf kicks you out of Cragbark. What a shame!



Trouble from the North



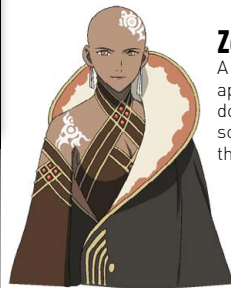
The Blades of Night's Veil meet up with the party as they leave Cragbark. They report that the Astrasian capital city of Pharamond is still intact after the transformation, but it's also still controlled by the Order, who are massing for a strike against the Furious Roar! Return to your Headquarters to warn your allies.



You meet a mysterious woman named Zenoa in the Headquarters' basement. She tells you about the Tablet of the Promise and joins your cause. Examine the Tablet of Promise if you'd like to see all the characters you've found and recruited so far—and how many more are left to find.

NOTE

You don't have to find every character to complete the game, and only critical characters are covered in this walkthrough. Check the appendices at the end of the guide to learn the locations of every character, along with info on how to recruit each one.



Zenóa

A mysterious woman who suddenly appeared in the castle cellar. She doesn't say much but clearly has something to do with the Tablet of the Promise.

Speak to Moana to receive your quest reward, then head upstairs to the Grand Hall to tell everyone what's happened. All are in agreement: The Order must not be allowed to march on Cragbark. Ready your parties for the coming conflict.





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North Marsinah Hill—Helping the Furious Roar

It's clear that the Order will stop at nothing to subjugate all lands—they're now planning a massive strike against the Furious Roar! The Roar are exceptional fighters, but they alone are no match for the Order's numbers. Something must be done to help even the score!

Missions

Name	Objective	Reward
Help the Furious Roar!	Send forces to counter the Order	30,000 Potch; Argent Fists

NORTH MARSINAH HILL

Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Armored Gazelle	Pierce	--	Short	--	--
Crescent Dragon	--	--	Long/All	Wind gust damages entire party and can cause Poison	--
Grass Laggart	Pierce	--	Short	--	Laggart Pelt
One-Eyed Spider	Strike	--	Short	Paralyze	Silver Ore; Mega Medicine
Sand Serpent	Pierce	--	Short	--	Gold Ore; Cheery Incense
Vampire Bee	Strike	--	Short	Drain Life	--
Cynas Archer	Pierce	--	Long	--	Mega Medicine
Cynas Captain	Strike	Slash; Pierce	Short	Defend	Revival Statue
Cynas Conscript	Strike	Slash; Pierce	Medium	Defend	Mega Medicine
Fredegund	Strike	--	Short	--	--

POINTS OF INTEREST

- Starting Point
- Cynas soldiers encounter
- To Fredegund encounter



Uphill Battle

Arriving at North Marsinah Hill, the party sees that the Order is already about to descend on King Diulf and his tribe. The Company intervenes and a fight breaks out against a Cynas Captain, Conscript, and Archer. This is an easy fight, so try to conserve your MP for future use.





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There's no treasure to be had on the hill, so sprint northward, taking the fight to the Order's camp. You may encounter enemies from Marsinah Plains along the way.

A short distance north, the party is attacked by more Cynas troops—two Conscripts and a Captain. This is another easy fight; continue to conserve MP, and heal up afterward—a tough battle awaits in the next area.



Family Reunion



Farther up the hill, Chrodechild's party encounters a powerful adversary: Fredegund, Chrodechild's sister. It seems that Fredegund has been brainwashed by the Order and quickly wipes out Chrodechild's party using her awesome blade, Divine Edge.

The Hero's party arrives just in time to step in and confront Fredegund. Unfortunately, this brutal battle cannot be won, so just defend and use your best Marks in an effort to survive for three rounds.

Before Fredegund can deal the



final blow, word comes in that the Furious Roar have crippled the Order's presence in the area. Fredegund and her apparent master, Beardsley, are forced to retreat, sparing the party.



CRAGBARK

Tribal Power



After witnessing the Company's heroism, King Diulf decides to welcome them back to Cragbark once more. Rest at the Inn, shop if you like, then go to the House of the King to speak with Diulf. He shows that his tribe possesses a Chronicle in the form of a precious staff.

Visit the Town Square afterward to speak with Diulf, Lycia, and Servillah, and convince all three to join the Company and travel back to your Headquarters. King Diulf gives you the Chronicle of the Furious Roar, unlocking new Marks of the Stars!



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Aftermath



Return to Headquarters and speak with Moana to receive a reward. Afterward, visit the Leader's Room, which is located off the 4th Floor Hall, for a special chat with Atrie.

Next, visit the Blades of Night's Veil's room, located off the 2nd Floor Hall, to talk with Chrodechild about the recent shock of fighting Fredegund. Everyone agrees that the Company's next move should be to liberate Pharamond, the capital of the Blades' original homeland, the kingdom of Astrasia.



Feel free to speak with other allies if you like, then jog upstairs to the Grand Hall when you're ready to advance the plot. It is decided that Lycia and Servillah should leave to assess the situation at Pharamond, gathering intel for the coming siege.

TIP

You must now wait for Lycia and Servillah to return—a good opportunity to complete any optional quests or travel the land, shopping and trading.

Waiting Game



Leave your Headquarters and then return to trigger the appearance of Jale's mother, Selen. The two test each other's skills once more, but this time, you're able to control Jale and try to win. Use Jale's Marks to help you best Selen—she joins the Company if you defeat her.

Next, visit Moana to learn that a letter has come from Prince Shams, addressed to his sister, Manaril. Moana has already given the letter to the young princess.



Sprint upstairs to the Chronicle Room, which is located off the 3rd Floor Hall, to speak with Manaril and Mubal. They tell you that the Magedom has sent word that they consider the Company as neither enemies nor allies—just a neutral faction. This is good news, considering how rough the situation was when you left.

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Head downstairs to speak with Moana once more and learn that Lycia and Servillah have returned. They await you in the Grand Hall.



Sure enough, Lycia and Servillah have returned and are ready to give you a full report. It seems that a Pharamond nobleman named Guntram has been quietly organizing a revolt against the Order. He has returned with Lycia and Servillah, and is eager to set the liberation of his homeland in motion. Time to strike a blow against the Order!



Guntram

A loyal Astrasian nobleman and founder of the underground anti-Order resistance group. Has strong ties with Chrodechild.





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Pharamond—Freeing the People

At long last, the time has come to strike at the Order and reclaim the long-lost kingdom of Astrasia. The Blades of Night's Veil long to see their homeland returned to its proper glory.

Missions

Name	Objective	Reward
Pharamond Siege	Seize control of Pharamond	50,000 Potch

PHARAMOND

Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Cynas Conscript	Strike	Slash; Pierce	Medium	Defend	Mega Medicine
General Guts	--	--	Short	--	Moonlight Stone
Fredegund	Strike	--	Short	--	--

Order Eviction



Marching on the streets of Pharamond, our Hero's party soon encounters a surprised trio of Cynas Conscripts. Before they can act, King Diulf's group charges forward and intervenes. Use his group's best Marks to make short work out of the lowly Conscripts.

Continue sprinting to the right until you encounter two loyal Pharamond swordsmen. They're thrilled to see you and inform you that the liberation is going as planned.



Fredegund and Beardsley await in the throne room. Chrodechild challenges her sister to single combat, her blade becoming fused with the power of Divine Edge. It's a tough fight, so use Chrodechild's best Marks, along with healing items like Mega Medicine, and don't relent until you've bested Fredegund.

You encounter two General Guts enemies in the next area. They pose little threat for your main party, dispatch them and proceed to the throne room.



Use Chrodechild's Strike Back ability if you've equipped that Mark to dodge each of Fredegund's strikes and counter with a blow of your own.

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Beaten and weary, Fredegund at last snaps out of her daze, regaining her senses and becoming an ally. The Order has been routed—their troops flee the city. Pharamond is now yours and, what's more, the party learns that Divine Edge was actually a Chronicle all along!

TIP

Be sure to equip your new Twin Blades through equipment menu—they are extremely powerful one-handed swords!



Fredegund

Second princess of Astrasia and sister of Chrodechild. She was brainwashed into fighting for the Order, but regained her senses after an epic fight with Chrodechild.

HEADQUARTERS

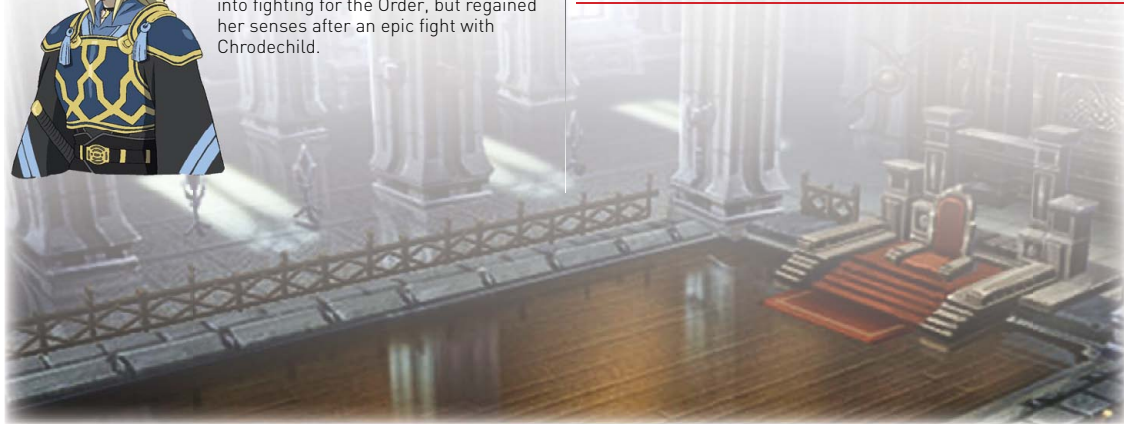
Movin' Out



Back at your Headquarters, speak to Moana for your reward, then strut up to the Grand Hall to inform your allies that you're relocating to Pharamond to help defend the city against recapture. After all, the Order is sure to try and reclaim their lost land.

CAUTION

The Order is indeed scheming away, and your characters will soon lose a great many of their Marks of the Stars. Make sure to check through everyone's Marks and ensure that they're all using the ones you like best—for Marks that are equipped will not be lost.





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Pharamond—New Surroundings

You've freed Pharamond from the Order's grip, but such a powerful adversary isn't likely to give up so easily. The Company therefore decides it's best to move to Pharamond—that will allow them to defend its walls at a moment's notice.

Missions

Name

Objective

Reward

Nab the Intruders!

1,000 Potch

PHARAMOND

Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Fergus	Pierce	--	Long	Poison	--
Cyclops	Slash	--	Short	Attack Up	Moonlight Stone
Nova	Strike	--	Short	Defend	--
Diadora	Slash	--	Long/All	Paralyze; Water attack strikes entire party	--
Sophia	Slash	--	Long	Defense Up	--

The Order Intrudes



The Company barely has a chance to settle in before an alert is raised: Intruders have breached the castle! The Chronicles must be protected—leave your bedroom and run right, then take the northern exit to reach the Castle Walls.

Sure enough, you encounter Fergus on the Castle Walls. The old Archivist is after the Chronicles, but he'll have to get past you first. Fergus is no match for the Hero in single combat, so defeat him using as little MP as possible.



Beaten, Fergus flees. Chase him to reach the Archives where the Chronicles are kept. There you encounter Nova, Sophia, and Diadora, who summon a massive Cyclops to defeat you. The Cyclops will spend the first few turns bolstering its attack power, so hurry and defeat it with powerful moves.

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Banished

Losing patience, Diadora uses her powerful magic to open a Gateway that sends the party to a hazy dimension. Run around the fog until you're whisked away to a new area.



NOTE

The Archivists have succeeded in stealing many of your Chronicles, but thankfully, your characters can still use all the Marks they've equipped. However, if you remove any Marks from this point forward, they may be lost until you recover the Chronicles.

Chrodechild arrives after you defeat the Cyclops and joins you in a fight against Nova, Sophia, and Diadora. This is a tough fight that cannot be won, so remain defensive and keep healing until the battle ends prematurely.

WOODLAND VILLAGE

Enemies Encountered

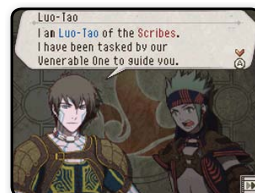
Name	Weakness	Defense	Range	Abilities	Item Drops
Mage Art Gadget	Pierce	Strike	Long	Poison; Self Destruct	Moonlight Stone Trident
Porpos	--	--	Long	--	

Saved by Scribes



A young man greets you and introduces himself as a Scribe named Luo-Tao. You then learn that Liu himself was originally a Scribe before he fled his people to live elsewhere, eventually winding up at Citro Village.

You're eventually pulled from the strange oblivion and find yourself in a dense wood. Liu seems to know where you are, but he isn't saying much. Run right to reach the Woodland Village.



Explore the Woodland Village, shopping if you like. Then go to the Vacant House to chat with Liu and learn more about the Scribes and his past. Save at the blue orb, but avoid using the red one—any Marks you remove may be lost until you recover the stolen Chronicles.

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Shop and talk if you like, then go to Vacant House to advance the plot, learning all about the Scribes. Save, but don't mess with the Marks!



Leave the Vacant House and take the Path to Great Tree to visit the leader of the Scribes, known as the Venerable One. The aged woman tells you about Chronicles and Starbearers, revealing much.

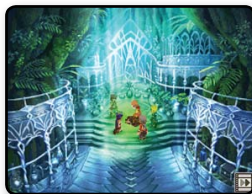
Diadora Returns

A sudden ruckus sounds. Leave the Great Tree to find Diadora standing just outside. She's here to steal the Scribe's Chronicle and summons a pair of Mage Art Gadgets to defeat you. Mass your attacks against each Gadget in turn, using powerful Marks to quickly destroy them.



CAUTION

Diadora's Gadgets aren't all that tough, but be sure to destroy them quickly—otherwise they may self-destruct, dealing huge damage to your party!



Diadora tries to summon more minions after you dispatch her first batch, but her efforts are somehow blocked. She flees—return to the Great Tree to find the Venerable One on the ground, exhausted. She used her power to thwart Diadora's and passes her talents—and the leadership of the Scribes—on to a stunned Liu.

The party retires to the Vacant House to discuss all that has happened. Liu is now the leader of the Scribes and has become covered in tattoos that reflect his status and power. Touching the tattoos, the Hero is shocked to learn that they are actually a form of Chronicle!



NOTE

New Marks of the Stars are now yours to use. Check them out at the nearby red orb, but remember not to remove any Marks you want to keep!



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NOSLAW WOODS



Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Flat Bird	Slash	Pierce	Long	--	Glow Bead
Moldy Mossball	Slash	Strike	Short	--	Herbal Medicine; Life Lichen
Psychedelipupa	Slash	Pierce	Counter Only	Counter; Paralyze Silence	Cheery Incense
Rafflesian Bud	--	--	Short	--	Herbal Medicine

POINTS OF INTEREST

 From Woodland Village

AREA TREASURE

 Sky-Rend Bow

 Master's Robe

PHARAMOND AND HEADQUARTERS

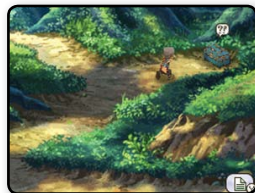
Merged Gateways



Travel straight to Pharamond to learn that Hotupa has merged Diadora's Gateway with the one back at Headquarters. Now you can instantly travel between your two strongholds! Speak to Moana to receive your quest reward, then head to the Grand Hall to begin preparations for the defense of Pharamond—the Order's armies are already on the move!

Through the Woods

There's no time to waste—you've got to get back to Pharamond and make sure everyone's all right. Leave the Woodland Village and sprint through the Noslaws Woods to return to the outside world. Use the maps to find your way through the woods, defeating enemies and swiping goodies from chests as you go.



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Defend Pharamond!

With all preparations made, the Company sets off to intercept the Order's army at the rocky Wilds of Veile north of Pharamond. If the Order's advance can be stopped, Pharamond may well be saved!

Missions

Name	Objective	Reward
Defend Pharamond!	Defeat the Order's army	30,000 Potch

WILDS OF VEILE

Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Bald Kingfisher	Pierce	--	Long	--	Sunlight Stone
Demon Corn	--	--	Long/All	Breath attack strikes entire party and may cause Poison	Herbal Medicine; Demon Corn
Pincer Bee	--	--	Short	--	Ear Cheery Incense
Pygmy	--	--	Short	--	Wool Yarn
Rocket Bird	--	--	Long	--	Raparo Meat
Veile Boar	--	--	Short/Line	Charge attack strikes all characters in a line	--
Auster Soldier	Strike	Slash; Pierce	Short	--	Revival Statue/ Mega Medicine
Beardsley	Strike	Slash; Pierce	Long	Flame Vortex	Old Tree Spear
Cynas Cynscept	Strike	Slash; Pierce	Medium	Defend	Mega Medicine
Vaslof	Strike	Slash; Pierce	Long	Unbalance	Beetle Axe

POINTS OF INTEREST

- 1 Starting point
- 2 Auster Soldiers encounter
- 3 Vaslof encounter



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Rumble in the Wilds



There's nothing special to see in the Wilds of Veile, so take the central path at the split to run straight into a fight against three Auster Soldiers. These guys are easy prey for your main party by now, so conserve MP for a later showdown.

Next, your second party engages Beardsley and two Cynas Conscripts. Use Chrodechchild and Fredegund's co-op attack, Divine Edge, to quickly decimate these foes.



Continue onward until your main group runs into Vaslof and two Auster Soldiers in the next area. You've grown in strength and are now a match for the mighty Auster general, so don't hold back. Focus on dropping both Vaslof's frontline guards first, then gang up on the mighty Auster to bring him down and secure your victory.



HEADQUARTERS

Chronicle Finder



The Order has been foiled once again. Return to Headquarters for your quest reward, then go to the Grand Hall to hold council. Luo-Tao informs you that he has a knack for sniffing out Chronicles and retires to the Chronicle Room to focus on the search.

Give Luo-Tao time to work and head downstairs to chat with Moana. She tells you that Elder Rajim from Citro Village has come for a visit. Rajim is furious; he's been worried sick! He grabs Liu—only to find that touching Liu's tattoos awakes his true nature as a Starbearer! Filled with new purpose, Elder Rajim immediately decides to join the Company.



Questions for Zenoa



You're whisked away to the basement next for an informative chat with Zenoa, who will now take your questions. Ask away to learn much more about the nature of Marks and the Starbearers.

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After speaking with Zenoa, return to the Chronicle Room (located off the 3rd Floor Hall) to check on Luo-Tao's progress. He's been able to sense the Chronicles, but what he's sensed is a shocker: The Chronicles are headed your way!



There's no time to lose—it's clear that the Order is sending Archivists to wield the stolen Chronicles against you. Hurry to the Grand Hall to prepare for the coming fight. Build four parties to confront the encroaching Archivists. Defeating them won't be easy, so make sure to build balanced parties that can use an array of powerful Marks.

TIP

Try to include at least one character in each party that can Unbalance enemies with his or her Marks. This will come in handy during the upcoming battles!

Engage the Archivists!

Just when you thought that reclaiming the lost Chronicles would be a major hassle, Luo-Tao's talents reveal that the Order's lending you a hand: They're marching the Chronicles straight back to you, intent on unleashing them against their foes! You've scrambled groups to intercept the inbound Archivists—perhaps if you can stop them, the Chronicles can be recovered.

Missions

Name	Objective	Reward
Engage the Archivists!	Defeat Archivists to reclaim Chronicles	10,000 Potch

SURROUNDED BY ARCHIVISTS

Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Water Dragon Conon	Pierce	--	Short/All	Water attack strikes entire party	Evil-Eye Sword; Dragon Hide
Steel Giant Fergus	--	--	All	Black breath attack strikes entire party and may cause Darkness	Uncut Sapphire; Giant's Armor
Nova	Strike	--	Short	Defend	--
Sophia	Slash	--	Long	Defense Up	--
Demon Beast Dirk	--	--	Short	--	Demon Horn

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Water Dragon Conon



Your team of Porpos-kin is the first to encounter the enemy: The Archivist Conon approaches from Mislato River to the east, using the power of his Chronicle to transform into a hideous Water Dragon. Hit Conon with powerful Marks, dealing fast damage to defeat him with all speed and reclaim the first of the stolen Chronicles.

TIP

Try to Unbalance Conon if possible to simplify the fight.

Steel Giant Fergus



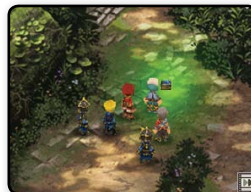
Logan and Jale's team encounters Fergus at Flesaria Forest next. Like Conon, Fergus uses his Chronicle to transform into a monstrous Steel Giant. This is a dangerous foe, as his clubbing attacks can Unbalance your characters. Turn the tables and try to Unbalance Fergus instead, defeating him to reclaim another lost Chronicle.

Nova and Sophia



The third battle pits Asad and Chrodechild's team against Nova and Sophia. This one's a bit easier than the previous two; simply gang up on Nova, then punish Sophia when she's forced to the frontline.

Keep wailing away on Nova and Sophia until the Hero's team joins the fight. Repeat the same tactics: Pummel Nova, then start striking Sophia.



Eventually, Manaril steps forward and unleashes a powerful spell that forces Nova and Sophia to drop the Chronicle and flee. Fair enough! Another lost Chronicle finds its way back to your hands.

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Demon Beast Dirk



Lastly, Dirk arrives at your Headquarters, carrying a Chronicle with him and calling for a fight. Feel free to speak with Erin and rest up before venturing out the front entrance to confront your former friend. Dirk transforms when he sees you, becoming a hideous beast.

Demon Beast Dirk is easy prey for your party. Unbalance him if you can; otherwise, just pour on the most potent attacks you can muster. Unfortunately, Dirk flees before you can finish him off, maintaining possession of the Chronicle of the Furious Roar.



Head back inside to receive a message from the Magedom of Janam; they're readying their forces for an all-out attack on the Order, and they've asked for your help. Head to the Grand Hall to rally your allies and prepare a party for the coming war.



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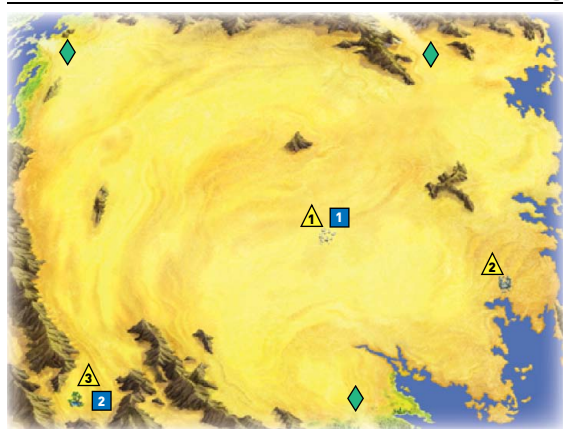
The Magedom's Request

At long last, the Magedom has recovered from the tragedy at Ladzaa Fortress and is ready to take the fight to the Order. They've called for the Company's help to ensure a swift victory. You've had your differences with the Mage Lord, but considering the stakes, you'd better not let them down!

Missions

Name	Objective	Reward
Hurry to the Magedom!	Travel to El-Qaral	10,000 Potch

DESERT



Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Balloon Lizard	Slash	Strike; Pierce	Short	--	Water Bead
Club Cactus	Slash	Strike	Short	--	Cotton Thread
Dust Fish	Slash	--	Short	Breath attack strikes entire party and causes Darkness	Fish Guts
Fairy Mouse	Slash	Strike	Short	Defend	Mega Medicine
Janam Scorpion	Slash	Strike	Short	Defend	Scorpion Hide
One-Eyed Cobra	Slash	--	Short/Front	Tail attack strikes entire front row; Bite can inflict Paralyze	Glow Bead
Sand Spider	Slash	Strike	Short	Paralyze	Uncut Topaz
Demon Beast Dirk	--	--	Short	--	--

POINTS OF INTEREST

- 1 Ruins of El-Qaral
- 2 Mysterious Ruins
- 3 Oasis

AREA TREASURE

- 1 Party Dress
- 2 Chakram

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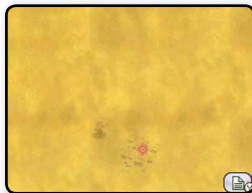
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No More Magedom



Hurrying to El-Qaral, the party is shocked to see a brilliant flash of light illuminate the eastern sky. When at last they arrive, they find no bustling city, but a vast desert wasteland instead!

Proceed southeast across the sandy dunes, battling roving enemies en route to the ruins of El-Qaral. Enter the ruins to see what's left of the fallen city.



BURIED MAGE CITY

The Ruins of El-Qaral



Sadly, El-Qaral has been almost completely destroyed by the desert's sudden appearance. There's no sign of life, and with heavy hearts, the party quickly leaves. Here's hoping Salsabil to the south has survived.

If you like, return to El-Qaral's ruins once more to investigate further. Check the Plaza Ruins to discover a treasure chest that contains a Party Dress.



Leave El-Qaral once again and journey southwest to discover a tiny oasis nestled amongst the mountains. Claim a Chakram from the treasure chest near the water.

NOTE

There are Mysterious Ruins to the southeast, also. There's treasure to be had within; check the "Optional Jaunts" chapter for maps and info.

All right, it's time to check on Salsabil. Take the southern trail out of the desert to get there.



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SALSABIL

Still Standing!



Thankfully, Salsabil seems wholly untouched by the desert that swallowed El-Qaral. Go to the Royal Palace to check on Masrur and Furat—and to discover that, with El-Qaral gone, Shams now believes himself to be the King of Salsabil!



Oddly enough, no one seems to remember that El-Qaral ever existed. Shop around if you like, then go to the Inn to rest for the evening. Shams arrives during the night, carrying the Magedom's final Chronicle—he's a Starbearer just like his sister! What's more, Shams knows exactly what has happened to his former kingdom, and he's desperate for revenge. He joins the Company in the hopes of one day toppling the Order.

Dirk Returns



Leave the Inn and allow Taj to accompany you back to your Headquarters. The party encounters Dirk along the way, who once again transforms into Demon Beast form. Mass your attacks against Dirk to defeat him just as you did before. Once again, Dirk flees with the Chronicle of the Furious Roar, vowing vengeance.

The party suspects that another Chronicle may have appeared somewhere in the desert, but everyone agrees that looking for it blindly would be foolhardy. Return to Headquarters instead to add Luo-Tao to your party—his knack for sniffing out Chronicles is sure to hasten your efforts.





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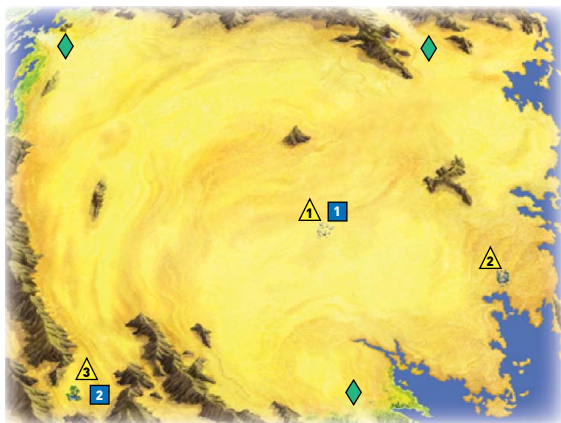
Janam Desert—Race for the Chronicle

El-Qaral is no more. How could such a thing happen? No matter; if a Chronicle has indeed appeared along with the desert, you must be the one to find it. For with the entire Magedom army lost, you'll need all the help you can get if you're to challenge the Order's reign.

Missions

Name	Objective	Reward
Find the Desert Chronicle!	Search desert for new Chronicle	10,000 Potch

DESERT



Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Balloon Lizard	Slash	Strike; Pierce	Short	--	Water Bead
Club Cactus	Slash	Strike	Short	--	Cotton Thread
Dust Fish	Slash	--	Short	Breath attack strikes entire party and causes Darkness	Fish Guts
Fairy Mouse	Slash	Strike	Short	Defend	Mega Medicine
Janam Scorpion	Slash	Strike	Short	--	Scorpion Hide
One-Eyed Cobra	Slash	--	Short/ Front	Tail attack strikes entire front row; Bite can inflict Paralyze	Glow Bead
Sand Spider	Slash	Strike	Short	Paralyze	Uncut Topaz
Demon Beast Dirk	--	--	Short	--	--

POINTS OF INTEREST

- 1 Ruins of El-Qaral
- 2 Mysterious Ruins
- 3 Oasis

AREA TREASURE

- 1 Party Dress
- 2 Chakram

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Back Again



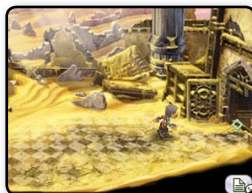
Return to the desert that has swallowed up most of the Magedom and head for the ruins of El-Qaral once more. Luo-Tao senses that a Chronicle is nearby.

BURIED MAGE CITY

Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Sand Pincher	--	--	Short/All	Stomp attack strikes entire party	Giant Bug Shell
General Guts	--	--	Short	--	Moonlight Stone
Diadora	Slash	--	Long/All	Paralyze; Water attack strikes entire party	Mystic Medicine

New Ruins



The Arcane Academy Ruins now appear as a location within the Buried Mage City. Head for the back room, but beware—there are dangerous monsters about!



The cellar stairs are surprisingly well preserved. Head down to the basement, where the party indeed finds a Chronicle—though not the one they'd expected. Instead, they find Diadora, who's set a trap!

After a brief parlay, Diadora summons a pair of General Guts minions and attacks. Unleash your best moves to quickly wipe out Diadora's minions, then punish the devious woman until she falls.



Beaten, Diadora collapses to the ground. The party decides to bring her back to Headquarters so she can rest up—and then provide some answers.

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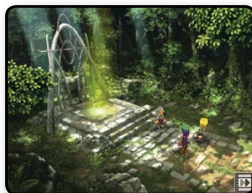
HEADQUARTERS

Diadora's Story



Diadora will recover, but she needs some rest. Leave her to Zahra's care and seek out Liu in the Grand Hall. He says he wants to come along for the questioning.

Return to Zahra's office to find Diadora up and about. She asks everyone to touch her staff—which happens to be a Chronicle—so they'll better understand her story. It seems that Diadora's world was destroyed by the mysterious One King, who was also responsible for the destruction of many others. The Order's leader, Chancellor Valfred, believes he can save your world by summoning other worlds into existence. This explains the sudden appearance of new lands, like the vast desert that wiped out EL-Qaral.



Go to the Gateway next to hear the rest of Diadora's story. She explains that her Chronicle staff can open up Gateways to any place that she's been, and offers to open a Gateway directly to the Tower of the Way. Diadora had a change of heart—she's now an ally, and wishes to help the Company confront Chancellor Valfred!

Between Diadora's staff and Sham's Chronicle, you've recently claimed several new Marks abilities. Take a moment to rest up and get organized before accepting Diadora's surprising offer. There's no telling what you'll find inside that tower!



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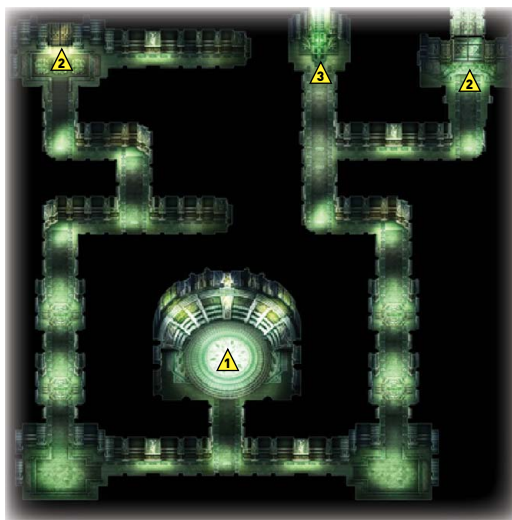
Surprise Attack—Tower of the Way

In a shocking turn of events, Diadora—once a diehard enforcer of the Order's principles—has decided to switch sides and help the Company breach the Tower of the Way to confront Chancellor Valfred. Our Hero can't be certain this isn't a trap—but there's no way he'd let an opportunity like this slip away!

Missions:

Name	Objective	Reward
To the Tower of the Way!	Confront Valfred	10,000 Potch

TOWER OF THE WAY



POINTS OF INTEREST

- Starting point
- Lift not in service
- To Chancellor Valfred

Chaos among the Order

Speak to Diadora near your Headquarters' Gateway and she'll open her portal to the Tower of the Way. You find no trap or enemies inside—follow the map to proceed directly to Chancellor Valfred's chamber.



The party bursts in on an argument between Valfred and Nova concerning the Chancellor's daughter, Sophia. Valfred uses his power to slam Nova against a wall, badly wounding him. Diadora quickly spawns another Gateway, grabbing Nova and slipping through. The party quickly follows—the showdown with Valfred will have to wait.



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Nova's Plight



Back at Headquarters, Zahra nurses Nova back to health. Awakening, Nova reveals that Sophia is actually his daughter—not Valfred's. He begs the Company for help in saving her from the Order's madness.

Leave Zahra's office for a chat with Diadora and Liu. Diadora says that her Gateway trick isn't likely to work a second time; the Company will need to breach Fort Arc and storm Cynas by force instead.



Go to the Grand Hall next to rally your troops. All are in agreement—the Company must move on Fort Arc without delay.



Head downstairs and speak with Moana, who informs you that Atrie has returned. Head to the Gateway to speak with Atrie, learning more about the One King's effect on other worlds.

Return to the Grand Hall to speak with Liu and prepare for the siege of Fort Arc. Nova has recovered and insists on coming along—he must save Sophia at all costs.



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Fort Arc Siege

Diadora's sneak attack didn't quite go as planned, and the Company is forced to march on Cynas, using force to topple the Order instead. Fort Arc stands in the way, however—its mighty walls must be breached before Cynas can be touched.

Missions

Name	Objective	Reward
Fort Arc Siege	Breach Fort Arc	30,000 Potch

FORT ARC

Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Cynas Captain	Strike	Slash; Pierce	Short	Defend	Revival Statue
Cynas Mage	Pierce	Slash; Strike	Long	--	Mixed Herbs
Vaslof	Strike	Slash; Pierce	Long	Unbalance	Crescent Axe
Resno	Strike	Slash; Pierce	Short	--	Order Armor
Dust Minion	Strike	Slash; Pierce	Short	--	--

Guards at the Gate



It doesn't take long to encounter your first group of enemies: a Cynas Captain and two Mages near Fort Arc's entrance. Make short work of the nuisances to gain entry.



The party is surprised by the lack of resistance—they're already inside the fort's walls. No matter; sprint northward toward Cynas.

Teamwork



You soon encounter a locked gate inside the fort. King Diulf's team advances toward a lever, but must first defeat a Cynas Captain and two Mages. Help Diulf's team make short work of these minor threats, clearing the way for them to flip the lever and open the way forward for the Hero.

A second gate blocks the Hero's progress. You gain control of Asad's group and must best a similar crew of Cynas underlings to reach another lever. Show these foes no mercy so Asad can flip the switch, allowing the Hero's group to advance.



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Familiar Faces



Your old Auster friends, Vaslof and Resno, await you beyond the second gate. A challenging fight erupts—one that you must win. Hit the two Austers with everything you've got; magic attacks and defense boosts for your party are both very helpful. If possible, try to Unbalance one of the two Austers while you gang up to defeat the other.

Beaten, Vaslof and Resno finally pay heed to what the Hero has to say. They're convinced to join up with the Company and become allies. Heal up and head north to the next area.

Sand Trap



The group encounters Sophia in the next area, but before any sense can be talked into the girl, she uses the power of a Chronicle to spawn a cluster of Dust Minions. Your attacks have little effect against these creatures, so just defend until your newfound friends intervene.

After a few rounds, Vaslof and Resno rush forward, destroying the Dust Minions in a fury. Sophia wastes no time summoning more minions, and even transforms herself into a terrible sand creature herself! Nova is horrified and, taken aback, the party quickly flees.



HEADQUARTERS

Forming a Plan



Speak to Moana for your reward when you return to Headquarters, then jog left through the Tavern to speak with Nova and Diadora at the Residence area beyond. Nova explains more of the history between himself, Sophia, and Valfred, and is reassured by the Hero that his daughter will be rescued.

Head upstairs to the Grand Hall next to plan out your next move. It seems that the Auster Folk have the ability to destroy these sandy villains of Sophia's, but you'll need more than just Vaslof and Resno if you're going to secure a victory at Fort Arc. Your next move is clear: travel to the Austers' homeland to enlist their aid!





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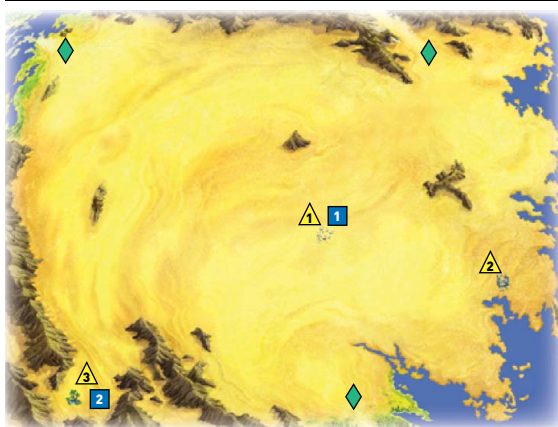
Mount Svatgol—Road to the Auster Folk

Sophia and her sandy minions are far too tough for the Company to handle, but they seem to be easy prey for the Auster Folk. Perhaps Vaslof and Resno can help you convince the whole Auster tribe to switch sides and join the Company in their struggle to stop Valfred's plot.

Missions

Name	Objective	Reward
Make Allies of Auster Folk	Win Auster Folk's favor	30,000 Potch; Hell Fists

DESERT



Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Balloon Lizard	Slash	Strike; Pierce	Short	--	Water Bead
Club Cactus	Slash	Strike	Short	--	Cotton Thread
Dust Fish	Slash	--	Short	Breath attack strikes entire party and causes Darkness	Fish Guts
Fairy Mouse	Slash	Strike	Short	Defend	Mega Medicine
Janam Scorpion	Slash	Strike	Short	--	Scorpion Hide
One-Eyed Cobra	Slash	--	Short/ Front	Tail attack strikes entire front row; Bite can inflict Paralyze	Glow Bead
Sand Spider	Slash	Strike	Short	Paralyze	Uncut Topaz

POINTS OF INTEREST

- 1 Ruins of El-Qaral
- 2 Mysterious Ruins
- 3 Oasis

AREA TREASURE

- 1 Party Dress
- 2 Chakram

Passing Through

It's a long road to the Auster Folk's homeland of Lugenik, unfortunately. Begin by traveling to the desert that swallowed up El-Qaral, taking the desert's northeast trail to reach Mount Svatgol.





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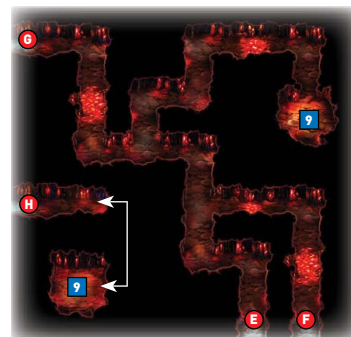
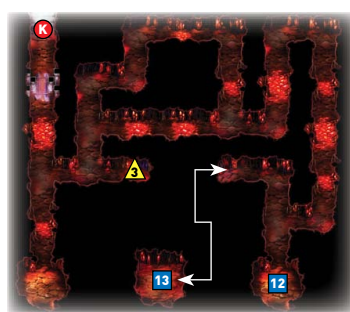
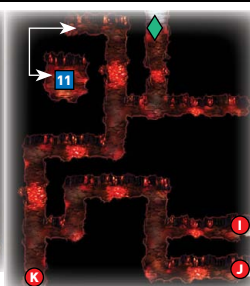
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MOUNT SVATGOL (AND GRAYRIDGE MINE)

Enemies Encountered (Mount Svatgol)

Name	Weakness	Defense	Range	Abilities	Item Drops
Anemone Worm	Slash	--	Short/ Line	Beam attack strikes all characters in a line	Uncut Ruby
Blaze Dragon	Slash	--	Long/All	Flame breath strikes entire party	Dragon Hide; Dragon Meat
Flame Ifrit	Slash	--	Short/All	Flame breath strikes entire party	Netherlion Horn
Magma Balloon	Slash	--	Short	--	Uncut Ruby
Medusan	Slash	--	Short	--	--
Phoenix Chick	Slash	--	Short	--	--
Rockfish	Slash	--	Short	--	Uncut Ruby
Svat Scorpion	Slash	--	Short	Unbalance	Scorpion Hide; Mega Medicine
Volcano Baboon	Slash	--	Short	--	Wool Yarn
Volcano Turtle	--	--	Short	Defend	Uncut Ruby; Large Ruby



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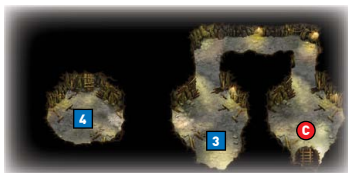
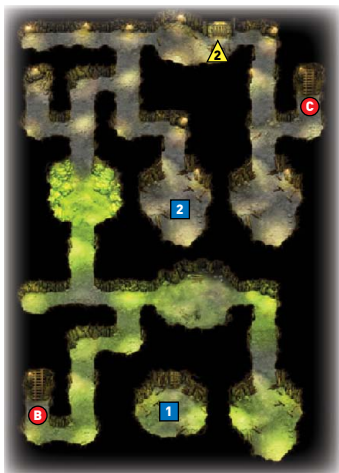
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Enemies Encountered (Mount Svatgol)

Name	Weakness	Defense	Range	Abilities	Item Drops
Armored Spider	Pierce	--	Short	Paralyze	Copper Ore
Fanged Silkmoth	Strike	Slash; Pierce	Short/All	Dust attack strikes entire party and causes Sleep	Silk Thread; Butterfly Wing
Gray Turtle	Pierce	--	Short	Defend	Copper Ore; Iron Ore
Poison Viper	Pierce	--	Short/Front	Tail attack strikes entire front row; Bite can inflict Poison	Glow Blood; Medicine
Shell Baboon	Pierce	--	Short	--	Wool Yarn
Silkmoth Larva	--	--	Short	Counter; Poison	Silk Thread
Six-Eyed Worm	Pierce	Strike	Short	--	Gold Ore; Bone
Spiked Lizard	Pierce	--	Short	--	Lizard Skin
Winged Crab	Pierce	--	Short/All	Vomit attack strikes entire party; Drain Life	Criab Crab Meat
Volcano Turtle	--	--	Short	Defend	Uncut Ruby; Large Ruby



POINTS OF INTEREST

- 1 Gorno's workplace
- 2 Lift to Grayridge Mine proper (one-way)
- 3 Fake Secret Passage (goes nowhere)

AREA TREASURE

- 1 Spun Silver Armor
- 2 Moonlight Sword
- 3 Uncut Emerald
- 4 Emerald Ring
- 5 Silver Ore
- 6 Strength Sash
- 7 Demon Hammer
- 8 Mystic Medicine
- 9 Sterling Armor
- 10 Roasted Corn
- 11 Dragon Helm
- 12 Diamond
- 13 Giant's Armor



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Feeling the Heat



Steve
 Oh man... We finally got through the desert, but this place is even hotter!

Mount Svatgol is a stifling labyrinth filled with monsters, secret passages, and treasure. Good thing you've got maps to help you through! Make your way through the mountain to reach Lugenik.



Auster Man
 DON'T THINK YOU CAN BREAK INTO MY WORKPLACE AND GET AWAY IN ONE PIECE!!!

Explore the first area of Mount Svatgol thoroughly to meet an Auster craftsman named Gorno (check the map for his location). Gorno mistakes the party for intruders at first, but Vaslof calms him down, and eventually helps convince him to join the Company.

NOTE

Gorno sets up shop next to Gadburg in your Headquarters and offers an array of finely crafted Accessories. He also can be used as a Support character, enhancing the damage of a party's normal attacks.

Gorno

A burly Auster Folk artisan. Crafts delicate pieces but is rough and loud himself. Opposes his tribe's alliance with the Order.



If you like, you have the option to take a tunnel from Mount Svatgol all the way back to a previously inaccessible portion of Grayridge Mine. The maps reveal the route to take; check the mine to score some additional loot!

CAUTION

An enemy known as the Fanged Silkmoth in the Grayridge Mine areas is extremely dangerous: it boasts a special attack that strikes the entire party and has a high probability of putting your characters to sleep! Defeat Fanged Silkmoths if you can to score major EXP, but don't hesitate to flee if they're tearing your party apart.

CAUTION

Don't use the lift you see in the Grayridge Mine—it's a one-way ride to the surface!

LUGENIK

Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Oracle Soldier A	Strike	Slash; Pierce	Short	—	Revival Statue
Oracle Soldier B	Strike	Slash; Pierce	Short	Defend	Mystic Medicine

Ancient Ancestor



When at last you reach Lugenik, head to the Chief's Room to speak with Kashgar, leader of the Auster Folk. Kashgar finds your story unbelievable and won't offer his aid.



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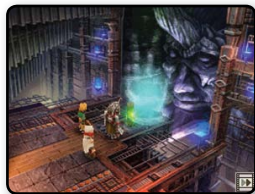
Kashgar

Chief of the Auster Folk. A wise and kindhearted Auster, but formed an alliance with Order out of ignorance.



Leaving the Chief's Room, Vaslof tells the party of Ordovic, the Austers' very first ancestor. He suggests visiting the Ancestral Altar to see if Ordovic's spirit can provide any guidance. Make sure you're healed up before visiting the Ancestral Altar—you must defeat a pair of Oracle Soldiers to gain access.

The party advances to the altar after trouncing the guards. The Hero's Chronicle starts to glow and Ordovic appears, in the flesh! He agrees to help and becomes an ally.



Ordovic

A giant who is believed to be first ancestor of the Auster Folk. He appeared when the Chronicle of Noble Steel was brought to the Ancestral Altar at Lugunik.



Escort your new ally back to the Chief's Room. Ordovic convinces Kashgar to listen to reason and touch the Chronicle, awakening Kashgar's abilities as a Starbearer. Kashgar now realizes the Order's evil and commits his clan to stopping the Order at all costs.



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HEADQUARTERS

Ready for War



Explore Lugenik if you like, browsing its shops' wares. Then return to Headquarters and go to the Gateway to speak with Hotupa, who has returned with new of other worlds.

Next, visit Moana for your quest reward on your way to the Grand Hall. With the Austers among their ranks, the Company is now confident that they can secure Fort Arc.



Kashgar and his fellow Austers arrive, ready to join in the coming siege. After greeting them at the front entrance, return to the Grand Hall and speak with Liu to make ready.

TIP

When making parties, ensure each group has at least one character that can use either water attacks, such as Spear Torrent, or anti-sand attacks, such as Sand Crumbler. These are your best weapons against Sophia and her Dust Minions.





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Fort Arc Siege II

Our Hero has succeeded in enlisting the Auster Folks' aid. Now nothing will prevent Fort Arc's fall!

Missions

Name	Objective	Reward
Rescue Sophia!	Breach Fort Arc; Save Sophia	40,000 Potch
Showdown with Dirk	Defeat Dirk	Demon Spear

FORT ARC

Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Dust Minion	Strike	Slash; Pierce	Short/ Long	Silence	Uncut Topaz
Dust Sophia	Strike	--	Long	Silence	Uncut Topaz

POINTS OF INTEREST AREA TREASURE

- Starting point
- To Sophia encounter

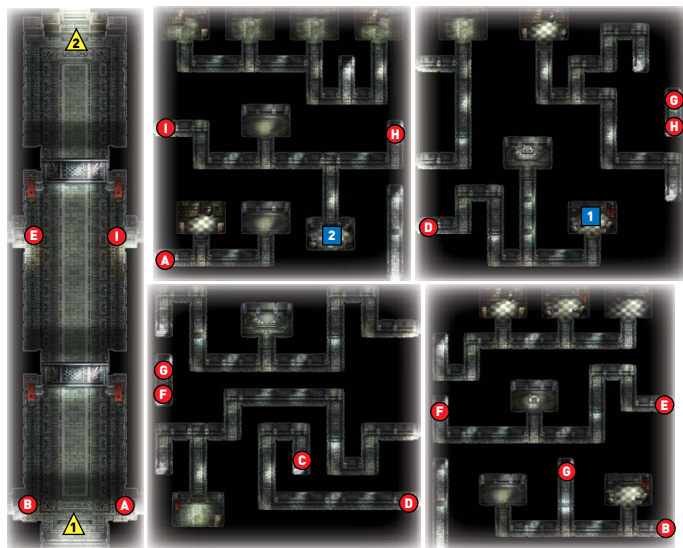
- 3,000 Potch
- 10,000 Potch

Austers and Water



It's not long before the Company encounters the first group of Dust Minions inside the fort. The Porpos-kin team rushes forward to do battle with their water-based attacks.

Unleash water-based attacks. Marks such as Rain of Spears, Spear Downpour, and Spear Torrent to wipe out the Dust Minions in short order.



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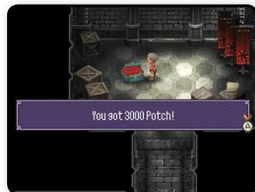
NOTE

The Dust Minions' attacks often cause Silence, which prevents the use of magic-based spells such as Water Torrent. Silence does not stop physical-damage Marks such as Sand Cumbler, however.

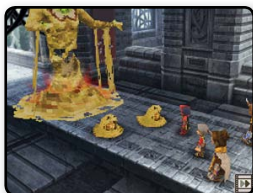


Your Auster team acts next, facing three Dust Minions. Normal Auster attacks are quite effective, and their Sand Cumbler Marks are just devastating.

Now it's the Hero's turn. Head directly north for the showdown against Sophia, or use the maps to explore Fort Arc if you wish to find 13,000 Potch worth of treasure.

**NOTE**

There are no random encounters inside Fort Arc.

Saving Sophia

The Hero's team encounters Sophia at Fort Arc's far end once again. This time you must battle Sophia herself; use water and Sand Cumbler attacks, and try to Unbalance Sophia if possible.

Beaten, Sophia collapses to the floor, returning to her normal form. Her life hanging by a thread, the Company quickly whisks her back to Headquarters and Zahra's care.

**HEADQUARTERS****Enemies Encountered**

Name	Weakness	Defense	Range	Abilities	Item Drops
Dirk	Strike	Slash; Pierce	Short	--	Beast Armor
Demon Beast Dirk	--	--	Short/All	Roll attack strikes entire party	Demon Horn

Sophia Saved

Back at Headquarters, head to Zahra's office to speak with Nova and Sophia. The girl will be all right and gives her Chronicle to the Company, unlocking new Marks of the Stars!

An alert sounds as you leave Zahra's office—there's trouble at the Grand Hall. Go there to find Liu being held hostage by Dirk, who insists on a duel against the Hero.





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Dirk finds a way to use Liu's Chronicle abilities against you, banishing all the Hero's marks. Fight Dirk with normal attacks, using Mega Medicine items to heal as necessary.



Dirk pauses to taunt the Hero, but it turns out to be a mistake: The Hero begins to glow with rage, regaining all his lost Marks! The fight resumes, but you've got the advantage this time. Unleash your most powerful Marks to best Dirk in short order.

A blinding light appears all around after the fight—Valfred is summoning another world directly on top of your Headquarters! Realizing the direness of the situation, Dirk decides to sacrifice himself, using the full power of his Chronicle to prevent the new world from appearing. Unable to withstand the strain, Dirk vanishes afterward, leaving only the Chronicle of the Furious Roar behind.



Back at the Grand Hall, Diadora informs the Company that a new world has indeed appeared—it's northwest of Pharamond. You'll have to explore this new land, and Sophia insists on joining the search party.





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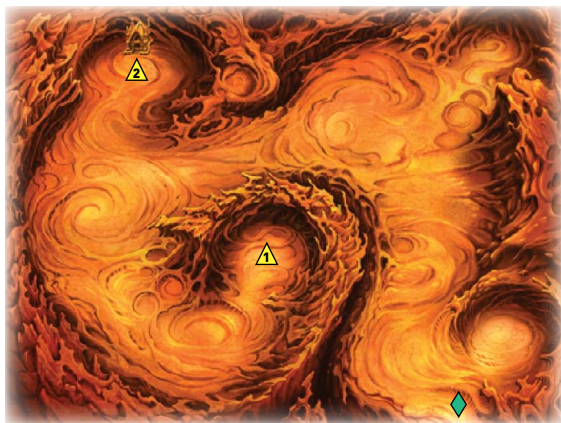
Rarohenga—Fire and Brimstone

Dirk has given his life to prevent a new world from appearing atop the Company's Headquarters, which surely would have carried dreadful consequences. The new world has appeared near Pharamond instead, but far enough away that no one would have been harmed by its sudden arrival. Intrigued, the Company sends a party to investigate.

Missions

Name	Objective	Reward
Check Out Rarohenga	Investigate Rarohenga	Iris Shield; Iris Axe

RAROHENGA



POINTS OF INTEREST

 Chronicle location

 Mysterious Ruins

Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Akephaloi	Strike	--	Short	Defense Up	Death Skull; Darkness Stone
Ancient Whale	Pierce	Slash; Strike	Long/All	Water attack strikes entire party	Whale Tusk; Fish Guts
Hell Lamp	Strike	--	Short	Drain Life	Darkness Stone
Pawn	Strike	Pierce	Long	--	Uncut Ruby
Rarohenga Eye	--	--	Long/All	Paralyze; Self Destruct strikes entire party	Death Skull; Darkness Stone
Valfred	--	--	Long	Paralyze; Sleep	--

Welcome to Hell



Rarohenga is much like the desert that appeared over El-Qaral—a vast, desolate wasteland filled with vile hostiles. Luo-Tao's senses pick up the possible existence of a Chronicle—follow the map to its location, exploring the area in a counterclockwise fashion.

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NOTE

There are more Mysterious Ruins here at Rarohenga. Check the "Optional Jaunts" chapter for its map and info.



Arriving at the heart of Rarohenga, the party is surprised when they hear none other than Valfred himself calling out to them from a tall cliff. He explains his ritual of summoning worlds to appease the One King and has already acquired the Chronicle you're after.

Naturally, the party is quick to engage Valfred in combat. However, the madman seems to suffer no damage from their attacks. The fight ends with Valfred explaining that the "True Chronicle" he possesses is far too powerful—there's no way he can be harmed, even by all the "False Chronicles" the party has collected up to this point.



Our Hero becomes enraged, begins to glow, and lashes out at Valfred yet again. This time your attacks succeed in damaging the fiend. Shocked, Valfred quickly flees to consider how this could be. He's taken the Chronicle with him, so there's no use sticking around—head back to Headquarters to reassess the situation.

HEADQUARTERS

Cynas Must Fall



Collect your quest reward from Moana as usual, then visit the Grand Hall when you're ready to advance the plot.

NOTE

You're getting close to the end of the game. Consider taking a break from the main walkthrough if you like, and work on completing any optional jobs that Moana may have for you.



At the Grand Hall, everyone's agreed that the Company must now attack Cynas and defeat Valfred before he can summon the One King. The final battle draws near!

Head to the Gateway next to speak with Atrie. As usual, he shares interesting insights from other worlds.



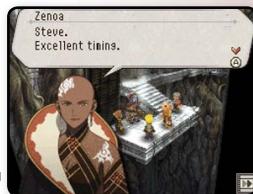
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After speaking with Atrie, head to the Chronicle Room to chat with Mubal. The scholar tells you that the Chronicles he's been studying started glowing a short while ago—probably around the same time you were battling Valfred. Fascinating...

Journey down to the basement next to speak with Zenoa. She tells you that all the Starbearers could sacrifice themselves to destroy the One King, but the plan doesn't appeal. There must be another way to beat him.



Return to the Grand Hall and tell Liu



you're ready to move against Cynas. Return to the Grand Hall the next day to formulate your strategy and assemble your assault groups for the coming effort.

TIP

Put Marica and Jale into the Hero's team (which also includes Liu) so you may use the Defense Corps co-op attack—a very effective move against the strong enemies you'll face in the tower!

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Cynas Siege

The stage is set: Chancellor Valfred seeks to summon the One King and lock the world into a predetermined future, while the Company yearns to stop the madman and ensure his vision of a perfect world never comes to fruition. With Fort Arc secured, the Company now advances against the Order's capital city of Cynas—even as its Lord Chancellor prepares for the One King's imminent arrival.

Missions

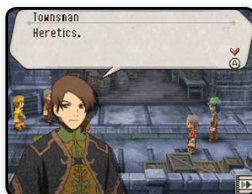
Name	Objective	Reward
Cynas Siege	Assault Cynas	30,000 Potch
Check Things Out	Visit Cynas	10,000 Potch

CYNAS

Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Akephaloi	Strike	--	Short	Defense Up	Death Skull; Darkness Stone
Angel Macoute	--	--	Short	--	Death Skull; Darkness Stone

Lost Souls



Entering Cynas, the Company encounters resistance in the streets—not trained soldiers, but innocent townsfolk who've been led astray. Before things get ugly, two hideous monsters appear: Akephaloi, like the ones you faced in Rarohenga. They're no match for your might, so defeat the monsters without spending too much MP.

The townsfolk scatter after the fight, just as another fiend approaches: That old windbag, Macoute! The villain transforms into a giant monstrosity and attacks; if possible, use the Defense Corps co-op attack or Unbalance Macoute to hasten the fight.



You encounter King Diulf's party and the others in the next area. They've got a plan: You will head straight up the Tower of the Way to face Valfred while the others assist by activating the lifts within the tower. A sound strategy!

NOTE

Not all of Cynas's inhabitants are hostile. Feel free to shop around and rest at the Inn before entering the Tower of the Way if you like.

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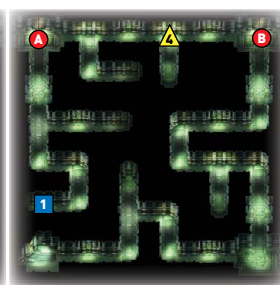
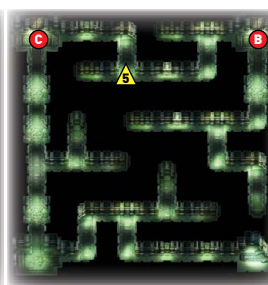
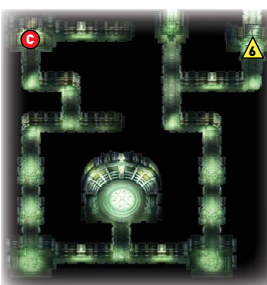
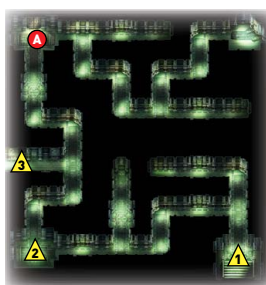
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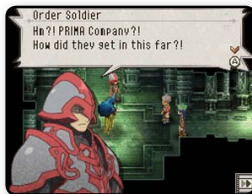
Name	Weakness	Defense	Range	Abilities	Item Drops
Angel Beardsley	Slash	--	Short	--	Death Skull; Darkness Stone
Bishop	Strike	Pierce	Short	Silence	Uncut Emerald
Clay Doll	Slash	Strike	Long/All	Self Destruct strikes entire party	Moonlight Stone
Cynas Mage	Pierce	Slash; Strike	Long	--	Mixed Herbs
Dullahan	Slash	Strike	Long	--	Moonlight Stone
Fallen Angel	Slash	Pierce	Short	Sometimes counterattacks, causing Poison	Death Skull; Darkness Stone
Hell Gatekeeper	Slash; Strike	--	Short	Poison	Moonlight Stone
Horn Guts	--	--	Short	--	Moonlight Stone
One-King Pawn	Strike	Pierce	Long	--	Uncut Ruby
Pawn	Strike	Pierce	Long	--	Uncut Ruby
Rook	Strike	Pierce	Short	--	Uncut Topaz
Valfred	--	--	Long	Paralyze; Sleep	Old Vestments; Demon Hammer
Gigas Arms	--	--	Short	--	Revival Statue
The One King	--	--	None	--	--

POINTS OF INTEREST

- 1** Starting point
- 2** Horn Guts/Cynas Mage encounter
- 3** To platform (dead-end)
- 4** One-King Pawn encounter
- 5** Beardsley encounter
- 6** To Valfred's Chamber

AREA TREASURE

- 1** Crazy Shield



Going Up

Time to climb a tower! Refer to the maps to find your way through, slaying Valfred's minions as you go.



As you approach the first floor's lift, the scene switches to Asad's group, granting you control as they battle a pair of Dullahans. It's an easy fight; dispatch the Dullahans so Asad can activate the lift for your main party, sending them to the second floor.

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Nearing the second floor's lift, you gain control of Chrodechild's party, who must best a pair of Rooks that stand in the way of some of the lift controls. This is another simple battle; annihilate the Rooks to send your main party up to the third floor.

On the third floor, your main party bumps into Beardsley, who transforms into a massive monster and attacks. This is an easy fight if you have access to the Defense Corps attack or Marks that can Unbalance Beardsley. If not, it'll just take a bit longer to get the job done.



Approaching the lift beyond Beardsley, the action switches to King Diulf's party, who must deal with a Fallen Angel. Unleash their best Marks to get the job done, Unbalancing the fiend if you're able. With the Fallen Angel destroyed, King Diulf is able to send the Hero's group up to the top floor.



Showdown with Valfred



Valfred awaits at the tower's apex, the ritual of the One King's summoning nearly complete. As a stall tactic, he spawns two lowly Dullahans to attack the party. Don't waste too much MP as you trounce them.

Valfred next engages the party himself, with a Gigas Arms monster in front for defense. This is a deceptively easy fight: Mass your attacks against the Gigas Arms to bring Valfred to the front, then punish the wicked Chancellor with your most powerful Marks. Hit him with everything you've got.



Valfred collapses, but it's too late—he's just been stalling you and has already used his True Chronicle to summon the One King. Brilliant light flares and a Gateway opens—the One King has arrived!

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The party's efforts to defeat the One King are laughable—none of their attacks even scratch the mysterious figure—even after the Hero becomes irate and begins to glow with power. The True Chronicle shines with blinding force, and everything goes white...

CITRO VILLAGE

What a Day

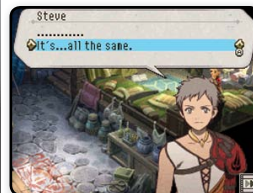
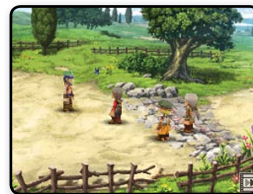


Our Hero awakens in his bed at Citro Village to the sound of Marica's yelling. He's overslept and is late for a meeting at the Town Square.

Visit the Town Square to find your friends waiting for you, cracking jokes about your birthday tomorrow.



Back from a leisurely day-long visit to the Eastern Hill, everyone heads home, eager for tomorrow's party. What a perfect day!



Our Hero wakes up the next day to Marica's yelling—he's overslept and is late for a meeting at the Town Square. It's the same day all over again! So this is what Valfred meant when he preached about a predetermined future! Visit the Town Square and repeat the sequence until you're at last able to say "It's...all the same" on the fourth morning.

HEADQUARTERS

Ghost Fort



Realizing his plight, the Hero ventures to his former Headquarters, only to find the stronghold completely empty! His friends from Citro Village arrive and agree that something strange is going on.



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Head to the Grand Hall and choose to wait there. At last, Hotupa and Moana appear—they too were trapped in a repeating day, but managed to break free. Others soon arrive; in time, everyone returns. All claim the same story and agree that a search party should venture out and see what's happened to the world.

NOTE

You have the option to check either Citro Village or Cynas. Venture to Cynas to advance the plot.



A journey to Cynas shows that the whole place is a mess. Twelve pillars of light now surround the city, and a swirling fog encircles the Tower of the Way. Return to Headquarters to share the news.



Hold an audience at the Grand Hall once you're back at Headquarters. Everyone agrees that something must be done to penetrate Cynas and dethrone the One King—but what?

Visit to the Chronicle Room next to chat with Mubal. He's got a plan: If you can find the twelfth Chronicle, there's a chance that you might gain enough power to challenge the One King. Mubal suspects that you'll find the twelfth Chronicle at the new world that appeared alongside the arrival of the One King. Looks like you've still got a few more adventures in store!





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Other Cynas—Search for the 12th Chronicle

Mubal has come up with a plan: Perhaps the combined power of all 12 False Chronicles would be enough to challenge the One King and the True Chronicle he wields. The Company has obtained 11 False Chronicles throughout their adventures, so there's one left to find. Luo-Tao believes this final False Chronicle must be located somewhere within the new world that has appeared near Cynas.

Missions

Name	Objective	Reward
Find the 12th Chronicle	Locate 12th Chronicle	50,000 Potch

OTHER CYNAS

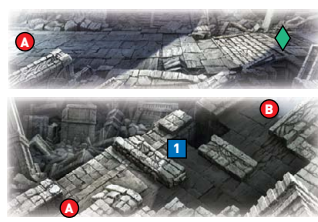
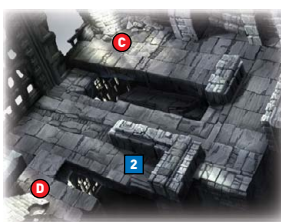


POINTS OF INTEREST

To Chronicle chamber

AREA TREASURE

- 1 Death Helm
- 2 Soul Reaper
- 3 Crimson Cape



Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Darkness Bishop	Pierce	Strike	Short	--	Uncut Emerald
Darkness Pawn	Pierce	Strike	Long	--	Uncut Ruby
Darkness Queen	Pierce	Strike	Short/All	Laser attack strikes entire party	Uncut Diamond
Darkness Rook Queen	Pierce	Strike	Short	--	Uncut Topaz
	Pierce	--	Short/Front	Laser attack strikes entire front row	Uncut Diamond; Goddess Breath

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Shattered City



Journey to the "Other Cynas" that has appeared just west of Cynas itself. The whole place looks just like the Cynas you know, except that it's in total ruins. Head left to reach the Tower of the Way, but beware: Monsters roam this fallen metropolis!

The Tower of the Way has crumbled into a heap of stones and steps, but you still need to climb it. Follow the maps to find your way to the Chronicle chamber at the tower's top, and be sure to heal up before you enter.



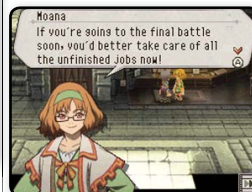
Luo-Tao's senses turn out to be as accurate as ever: The final False Chronicle lies on the floor at the tower's apex. Well, that was easy...

...Or not! As soon as the Hero touches the Chronicle, the party is attacked by a powerful Queen enemy—the book's guardian. Let loose your most devastating Marks to defeat the Queen and claim the Chronicle, then descend the tower and return to your Headquarters.



HEADQUARTERS

Mission Accomplished



Excellent work; you now have all 12 False Chronicles. Be sure to get your quest reward from Moana!

CAUTION

The final battle is at hand, so now's the time to complete any outstanding side quests that Moana has to offer!

Visit the Gateway next to speak with Hotupa and ask him to relate your plan to other worlds. The good Wanderer sets off to carry out your wishes without delay.





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Go to the Grand Hall next to rally the rest of your allies for the final conflict. Afterward, you're given the option to go straight to bed and advance the plot, or to stroll around your Headquarters, speaking with your friends one last time for some unique and memorable dialogues. You may return to the Leader's Room anytime to go to bed and advance the plot.

TIP

When forming your party, consider bringing the Defense Corps crew of the Hero, Liu, Jale, and Marica so you can use their potent co-op attack. It makes the final battle much easier!

The Final Battle

Splitting into 12 groups, the Company has used the power of their False Chronicles to banish the haze surrounding Cynas, revealing a massive statue in the One King's image. Now it's up to our Hero to march in and save the day!

Missions

Name	Objective	Reward
The Final Battle	Defeat the One King	--

CYNAS

Trapped in Paradise



The haze has been cleared from Cynas, but not from the minds of its townsfolk. Everyone seems oblivious to the party, walking around in their perfect, repeating day.

NOTE

The townsfolk may ignore you, but shop clerks won't. Explore the city and do some last-minute shopping if you like.



When you're ready to get a move on, head to the Front Plaza to meet up with the rest of your Company. Moana is even here and can swap out your party members. Edit your Marks at the red orb if you like and save at the blue one before proceeding to the Statue of the One King.

TIP

Again, have the Defense Corps crew of Liu, Jale, and Marica accompany the Hero so you can call upon their devastating co-op strike. Make sure your party has plenty of healing Marks, along with protective Marks such as Defense Canopy and Magic Canopy, which heighten the group's resistance to damage. All this will come in handy in battles to come.



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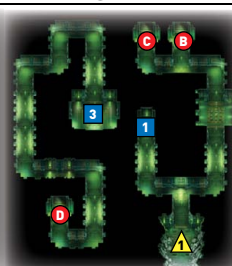
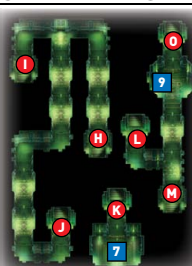
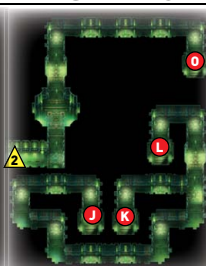
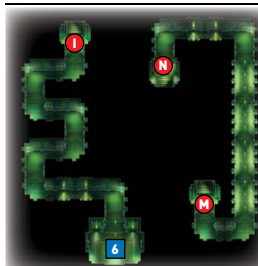
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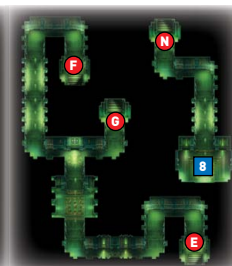
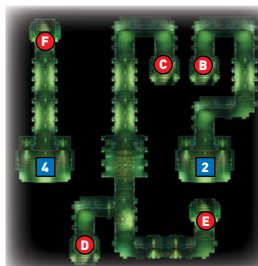
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STATUE OF THE ONE KING



AREA TREASURE

- 1 Ultimate Fists
- 2 Gungnir
- 3 Goddess Breath
- 4 Totem Pole
- 5 Star Armor
- 6 Hero's Cape
- 7 Hero's Armor
- 8 Master's Gloves
- 9 Goddess Raiment



Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Death Valfred	Slash	--	Short	--	Robe of Death; Beast King Sword
Darkness Bishop	Pierce	Strike	Short	--	Uncut Emerald
Darkness Knight	Strike	--	Short/All	Breath attack strikes entire party and may cause Confusion and/or Fear	Uncut Sapphire
Darkness Pawn	Pierce	Strike	Long	--	Uncut Ruby
Darkness Queen	Pierce	Strike	Short/All	Laser attack strikes entire party	Uncut Diamond
Darkness Rook	Pierce	Strike	Short	--	Uncut Topaz
Hell Gatekeeper	Slash; Strike	--	Short	Poison	Moonlight Stone
Hell Knight	Strike	--	Long	--	--
One-King Bishop	Pierce	--	Short	--	Uncut Emerald
One-King Pawn	Strike	Pierce	Long	--	Uncut Ruby
One-King Queen	Pierce	--	Short/ Front	Laser attack strikes entire front row	Uncut Diamond
One-King Rook	--	--	Short	--	Uncut Topaz
Pawn	Strike	Pierce	Long	--	Uncut Ruby
The One King	--	--	Long	--	--
The One King (Second Form)	--	--	Line/All	Laser attack strikes all characters in a line; Staff attack strikes entire party	--
The One King (Final Form)	--	--	Long/ Line/All	Defense Up; Spear attack strikes all characters in a line; Lightning attack strikes multiple nearby characters and may cause Fury; Gemstone attack strikes entire party	--

POINTS OF INTEREST

- ▲ Starting point
- ▲ To throne room



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Valfred's Nirvana



Entering the Statue of the One King, the party finds themselves in a black and white haze. It's Valfred's perpetual day!

Knowing that the party is here to cause trouble, Valfred breaks from his paradise to transform into a monstrous fiend and attack. Exploit the Defense Corps co-op attack to best Valfred in short order.

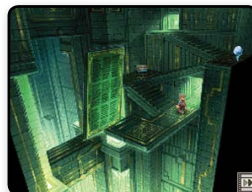


Scouring the Statue



After dealing with Valfred, the party is tasked with scaling the Statue of the One King. Enemies lurk within, similar to the ones you've previously fought at Cynas. Let the maps guide you, and nab valuable treasure along the way.

Stairs from the third floor lead to an odd chamber with a treasure chest and save orb. A giant stone tablet that resembles the Tablet of the Promise also stands in the room, but most of the names are illegible. Open the chest, save at the blue orb and then continue through the upper door to reach the statue's fifth floor (temporarily skipping past the fourth).



Throne Room Showdown



At last you encounter the One King in the throne room atop the statue. The mysterious figure informs the party that their efforts are futile, but that's not about to stop them from trying!

Mubal's theory proves correct: The combined might of the 12 False Chronicles is enough to counter the True Chronicle possessed by the One King. Take the fight to the One King, who doesn't put up much of a fight. Avoid spending too much MP.



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After you best the One King, he suddenly transforms in a flash of light, becoming a monstrous creature whose multi-target attacks make him far more dangerous. Use defensive Marks to boost your party's damage resistance while you hammer away at the One King's second form.

TIP

Don't hold back against the One King. There's a good chance that your party will level up after each fight, enjoying full HP and MP at the start of each new battle phase.

Beaten for a second time, the One King mutates into his third and final form, which boasts devastating attacks and loads of HP. Quickly boost your party's defenses once again, and be quick to heal your wounded throughout the fight. Land Defense Corps strikes at every chance to inflict heavy damage, but don't place your team at risk of falling unconscious. Favor defense, take your time, and focus on wearing the One King down until you at last claim victory.

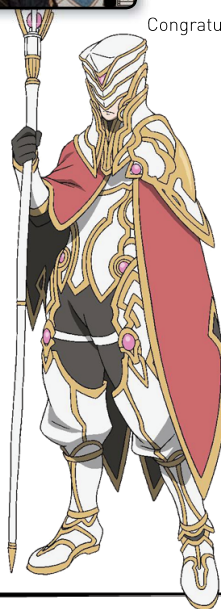


One King Down



With the One King destroyed, everything starts returning to normal. Realizing the danger of the True Chronicle, our Hero hands it over to Zenoa, asking her to hide it where it'll never be found. After all, what fun would life be if you always knew what was going to happen next?

Congratulations!



Optional Jaunts

Whether you're looking to take a break from the main story or just trying to earn some fast Potch, the many quests and asides covered in this chapter are sure to keep you busy.



All optional quests come from Moana at your fortress Headquarters, and they become available at different times. See the following Party Quest and Leader Quest tables to learn how and when you can accept each optional quest in the game.

PARTY QUESTS

Party Quests are special jobs you can take on for fast Potch. Unlike mandatory Missions and the more-involved Leader Quests, Party Quests don't include the Hero—instead, you choose a select team of allies to send out to complete the quest for you. This means your allies can be working at completing Party Quests while you focus the Hero's attention on other important matters!



Speak to Moana to view and accept available Party Quests, then choose who you'd like to send. The following table lets you know how to unlock each quest and gives insight into which characters have the best odds at completing the job successfully.



TIP

After accepting a Party Quest, simply speak with Erin and rest for several nights in a row to advance the date. Or leave your Headquarters and travel about the World Map if you need to advance time more quickly.

TIP

For Party Quests that require high stats, feel free to cheat a little and equip characters with stat-boosting gear. See the following Appendices chapter for complete lists of weapons, armor, and accessories, along with the stat boosts they each provide.

Party Quests

Leader Quests

Infinity Quests

Mysterious Ruins

CAUTION

Many optional quests have deadlines and must be completed before you advance too far through the main adventure. Before starting a new Mission, check the Deadlines column of the Party Quest and Leader Quest tables to ensure completing the Mission won't cause you to miss any side quests!





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Party Quests

Name	How to Get	Deadline	Who to Send	Stars	Deployment	Reward	Cleared?
About Fierce Regalia	Recruit Minen; Speak with Geschutz at HQ; Minen not in party	None	Minen only (can't fail)	1	40 Days (Minen)	1,000 Potch	☐
Astrasian Goods	Clear "Pharamond Siege" Mission; Recruit Tuhululu; Tuhululu not in party	None	Tuhululu; Hotupa; Characters with over 121 Luck	4	35 Days (Tuhululu)	3,000 Potch	☐
Atrie's World	Clear "Defend Pharamond!" Mission; Question Zenoa; Clear "Gateway to the Infinity" Party Quest; Jale not in party	None	Jale only (can't fail)	1	10 Days (Jale)	Scale Shield	☐
Belemuel Interview!	Recruit Belemuel; Recruit Anya; Clear "Zenoa Interview!" Party Quest; Anya not in party	None	Anya; anyone else (can't fail)	1	1 Day (Anya)	None	☐
Chancellor's Age	Recruit Anya; Recruit Sotah; Anya not in party	None	Anya; anyone else (can't fail)	2	8 Days (Anya)	1,000 Potch	☐
Chancellor's Age, Revisited	Clear "To the Tower of the Way!" Mission; Clear "Chancellor's Age" Party Quest; Anya not in party	None	Anya; anyone else (can't fail)	3	1 Day (Anya)	1,000 Potch	☐
Correcting Our Error	Clear "Make Allies of Auster Folk" Mission; Clear "Gateway to the Infinity" Party Quest; Kashgar not in party	None	Kashgar only (can't fail)	1	10 Days (Kashgar)	10 Potch	☐
Correcting Our Error Again	Clear "Correcting Our Error"; Kashgar not in party	None	Kashgar only (can't fail)	1	10 Days (Kashgar)	Large Ruby	☐
Defend Grayridge A	Clear "Fort Arc Siege" Mission; Speak with Gilliam at Grayridge before "Check Out Rarohenga"; Only one chance to try this mission	Before "Rescue Sophia" Mission	Characters with high Physical Attack and Physical Defense	4	10 Days	50,000 Potch	☐
Defend Grayridge B	Clear "Check Out Rarohenga" Mission; Speak with Gilliam at Grayridge; Can't try if "Defend Grayridge A" was completed	Before "Cynas Siege" Mission	Zayin; Six characters with over 110 Physical Attack and 101 Physical Defense each	4	10 Days	50,000 Potch	☐
Find Icas	Clear "Find Somebody" Leader Quest	Before "Cynas Siege" Mission	Any four young female characters (not including Support characters)	1	7 Days	500 Potch	☐
Find the Sticky Criminal!	Clear "Seek Squidcreeper Sap" Party Quest	None	Send any four characters, making sure to include Hina, Luvais, Nakil, or Xebec	2	5 Days	5,000 Potch	☐
Flush Out the Criminal!	Clear "Find the Sticky Criminal!" Party Quest	None	Send any four characters, making sure to include Hina, Luvais, Nakil, or Xebec	2	5 Days	5,000 Potch	☐
Formless Demon Hunting	Recruit Enumclaw; Return to HQ after experiencing repeating day; Enumclaw not in party; Can be cleared multiple times	None	Enumclaw only (can't fail)	4	30 Days	50,000 Potch; Darkness Stone; 50 EXP	☐
Furious Roar Goods	Clear "Help the Furious Roar!" Mission; Recruit Tuhululu; Tuhululu not in party	None	Tuhululu; Hotupa; Characters with over 101 Luck	3	35 Days (Tuhululu)	1,000 Potch; Pekkilar Meat; Marsinah Carrots and Dragon Meat added to trade goods shops	☐
Gateway to the Infinity	Clear "Defend the Castle!" Mission	None	Anyone (can't fail)	1	10 Days	10,000 Potch	☐
Gather Animals!	Clear "Help the Furious Roar" Mission; Speak with Chrodechid at HQ; Speak with Atuar at Cragbark	None	Eight characters with over 80 Speed and 80 Luck	3	15 Days	5,000 Potch; Pekkilar Meat	☐

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Gather Animals 2	Recruit Autar	Before "Cynas Siege" Mission	Characters with over 120 Speed and 101 Luck	4	40 Days	Pekklar Meat	☐
Help Them Dig	Clear "Find the Desert Chronicle"; Speak with Nofret at basement of Arcane Academy Ruins without Shams or Manaril in party; Speak with Nofret again with Shams and Manaril in party	Before "Cynas Siege" Mission	Seven characters with over 135 Physical Attack	4	25 Days	10,000 Potch; Noble's Shoes; Magic Armband	☐
Help Them Dig Again	Recruit Nofret; Nofret not in party	None	Nofret; characters with over 150 Physical Attack and 151 Luck (including Nofret)	3	30 Days	30,000 Potch; Uncut Topaz; Uncut Sapphire and Uncut Topaz added to trade goods shops	☐
How Vastof and Resno Met	Recruit Anya; Speak with Resno at HQ after recruiting; Clear "Oracle Quarrel?!" Leader Quest; Anya not in party	None	Anya; anyone else (can't fail)	1	1 Day (Anya)	1,000 Potch	☐
I Need Laggart Pelts	Clear "Make My Son a Man" Leader Quest	Before "Cynas Siege" Mission	Anyone (can't fail)	2	5 Days	30,000 Potch; Rainbow Thread; Silk Cloth; Rainbow Cloth	☐
Keflen's World	Recruit Keflen; Recruit Anya; Anya not in party	None	Anya; anyone else (can't fail)	1	1 Day (Anya)	1,000 Potch	☐
Letter from Lonomakua	Clear "Defend Pharamond!" Mission; Question Zenoa; Recruit Xebec; Speak with Xebec at HQ; Dromon, Felecca, and Xebec not in party	Before "Cynas Siege" Mission	Dromon, Felecca, and Xebec only (can't fail)	1	40 Days (Dromon, Felecca, and Xebec)	10,000 Potch	☐
Looking for Action	Recruit Icas; Clear "Check Out Rarohenga" Mission; Icas not in party	None	Icas only (can't fail)	1	10 Days (Icas)	10 Potch	☐
Lugenik Goods	Clear "Check Out Rarohenga"; Recruit Tuhululu	None	Tuhululu; Hotupa; Characters with over 146 Luck (including Tuhululu)	5	40 Days (Tuhululu)	50,000 Potch; Diamond; Large Ruby; Uncut Ruby and Uncut Diamond added to trade goods shops	☐
Magedom's Two Chronicles	Clear "Hurry to the Magedom!" Mission; Liu not in party	None	Liu only (can't fail)	1	1 Day (Liu)	1,000 Potch	☐
Manaril and Hina	Recruit Manaril; Recruit Hina; Recruit Anya; Anya not in party	None	Anya; anyone else (can't fail)	1	1 Day (Anya)	1,000 Potch	☐
Mass Production of Guns?!	Recruit Khemia; Recruit Sotah	None	Anyone (can't fail)	2	1 Day	Prototype Guns; 50,000 Potch	☐
Minen's Background	Clear "About Fierce Regalia" Party Quest; Recruit Anya; Anya not in party	None	Four characters with over 161 Luck	1	1 Day (Anya)	1,000 Potch	☐
My Husband's Birthplace	Recruit Lathilda	None	Anyone (can't fail)	1	1 Day	1,000 Potch	☐
News of Darrow	Clear "Rescue Sophia!" Mission; Recruit Savina	None	Luvais; Characters with high Luck and Speed; No Austers	2	35 Days	100 Potch	☐
North Star Women	Recruit Chihaya; Recruit Anya; Anya not in party	None	Anya; anyone else (can't fail)	1	1 Day (Anya)	Silk Cloth	☐
Pay Back Time!	Clear "Gateway to the Infinity" Party Quests; Recruit Lubberkin	None	Lubberkin only (can't fail)	1	10 Days (Lubberkin)	100 Potch	☐
Plantin' the Field 2	Recruit Yadima; Can be cleared multiple times	Before "Cynas Siege" Mission	Characters with over 120 Physical Attack and 101 Skill	3	5 Days	Ch'otui Cabbage	☐

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Name	How to Get	Deadline	Who to Send	Stars	Deployment	Reward	Cleared?
Playacting Priestess?	Clear "Help the Furious Roar!" Mission; Recruit Anya; Recruit Sotah; Anya not in party	None	Anya; anyone else (can't fail)	2	1 Day (Anya)	1,000 Potch	☐
Plowin' the Field	Clear "Goodbye, Magedom!" Mission; Speak with Yadima at Citro Plain; Speak with Yadima at HQ	Before "Cynas Siege" Mission	Four characters with over 110 Physical Attack	1	1 Day	5,000 Potch; Citro Tomato; Janam Potato	☐
Rarohenga?	Clear "Check Out Rarohenga" Mission; Hotupa not in party	None	Hotupa only (can't fail)	1	1 Day (Hotupa)	1,000 Potch; Death Skull added to trade goods shops	☐
Scribe Names	Clear "Defend Pharamond!" Mission; Recruit Anya; Anya not in party	None	Anya; anyone else (can't fail)	1	1 Day (Anya)	1,000 Potch	☐
Secret of the Black Blades	Clear "Pharamond Siege" Mission; Balsam recruited; Anya recruited	None	Anyone (can't fail)	2	5 Days	Black Blade	☐
Seek Squidcreep Sap	Clear "I Can't Take My Mask Off" Leader Quest; Yovel not in party	None	Yovel; Any Porpos-kin characters; Any characters with over 100 Physical Attack and 101 Luck (including Yovel)	2	5 Days (Yovel)	50,000 Potch; Fish Guts; Whale Tusk; Prismatic Peach	☐
Servillah and Eusmil	Recruit Eusmil; Recruit Anya	None	Anya; anyone else (can't fail)	1	1 Day (Anya)	1,000 Potch	☐
Sisuca and Nemze?	Clear "Journey to the West" Mission; Recruit Anya; Recruit Sisuca; Anya not in party	None	Anya; anyone else (can't fail)	1	3 Days (Anya)	1,000 Potch	☐
Taj's Secret	Recruit Taj; Recruit Nakil; Recruit Anya; Nakil and Anya not in party	None	Nakil and Anya only (can't fail)	1	30 Days	1,000 Potch; 100 EXP	☐
Taking Care of the Tablet	Recruit Zenoa	None	Sisuca; Characters with high Skill; No Austers	4	5 Days	Broom; 10,000 Potch	☐
That World in the Ravine	Clear "Fort Arc Siege" Mission; Clear "Gateway to the Infinity" Party Quest; Liu not in party	None	Liu only (can't fail)	1	10 Days (Liu)	100 Potch	☐
The Other Marica's World	Clear "Defend Pharamond!" Mission; Question Zenoa; Clear "Gateway to the Infinity" Party Quest; Marica not in party	None	Marica only (can't fail)	1	10 Days (Marica)	Crescent Axe	☐
The Seven Imperial Generals	Recruit Anya; Recruit Sotah; Clear "One More Mission" Leader Quest; Anya not in party	None	Anya; anyone else (can't fail)	1	1 Day (Anya)	1,000 Potch	☐
The Wanderer's World	Clear "Rarohenga?" Party Quest	None	Anyone (can't fail)	1	1 Day	1,000 Potch	☐
War is an Offering?	Clear "One More Mission" Leader Quest; Marica not in party	None	Marica only (can't fail)	1	1 Day (Marica)	1,000 Potch	☐
Window Information	Clear "Defend the Castle!" Mission; Speak with Tongathi at Gateway Corridor	Before "Cynas Siege" Mission	Anyone (can't fail)	1	5 Days	100 Potch	☐
Windows Beyond the Gateway	Clear "Window Information" Party Quest and "Gateway to the Infinity" Party Quest	None	Anyone (can't fail)	1	10 Days	100 Potch	☐
Zenoa Interview!	Clear "Defend Pharamond!" Mission; Question Zenoa; Recruit Anya; Anya not in party	None	Anya; anyone else (can't fail)	2	1 Days (Anya)	100 Potch	☐

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LEADER QUESTS



Unlike Party Quests, Leader Quests are optional asides that involve the Hero directly. They must be undertaken as normal, just as if you were playing a regular critical-path Mission. Speak to Moana to view and accept Leader Quests, using the following table to help you find and complete each one for valuable rewards.



Leader Quests

Name	How to Get	Deadline	How to Clear	Stars	Reward	Cleared?
1st Empress Consort Shairah	Clear "To the Magedom of Janam" Mission	None	Speak with Shairah at El-Qaral; Clear "Scout Out Ladzaa Fortress" Mission	1	5,000 Potch	☐
2nd Empress Consort Rizwan	Clear "To the Magedom of Janam" Mission	None	Speak with Rizwan at El-Qaral; Clear "Help Research Chronicles" Mission	1	5,000 Potch	☐
3rd Empress Consort Kureyah	Clear "To the Magedom of Janam" Mission	None	Speak with Kureyah at El-Qaral; Clear "Escort Me to Salsabil" Mission	1	5,000 Potch	☐
A Monster Like Zayin?	Clear "Find Somebody in Rarohenga" Leader Quest; Recruit Zayin	Before "Cynas Siege" Mission	Defeat Lamade at Wilds of Veile	3	Giant God Fist	☐
A New Weapon Design	Clear "Find the 12th Chronicle" Mission; hold meeting at Grand Hall; Tell Liu you're not ready for "The Final Battle" Mission; Gadburg not in party	Before "The Final Battle" Mission	Defeat Needle Bird at Flesaria Forest South	4	Scale Sword; Beast King Sword	☐
Arcane Academy Tour	Clear "Help Research Chronicles" Mission	Before "Ladzaa Fortress Siege Again" Mission	Speak to Geschutz and his companions at Mislato River	1	100 Potch	☐
Bring Icas to Me	Clear "Find Icas" Party Quest	Before "Cynas Siege" Mission	Talk to Icas at HQ to recruit; Defeat Assassin at HQ	1	1,000 Potch	☐
Clean Up the Woodlands	Clear "Check Out Rarohenga" Mission; Liu in party; Speak with Hao-Shi at Woodland Village twice	Before "Cynas Siege" Mission	Defeat Pawns at Noslaw Woods	3	50,000 Potch	☐
Corner the Sticky Criminal!	Clear "Flush Out the Sticky Criminal" Party Quest	Before "Cynas Siege" Mission	Question Autar at HQ	4	100 Potch	☐
Demon Hunting in Gineh	Clear "Make Allies of the Porpos" Mission	Before "Cynas Siege" Mission	Speak with Muro at Gineh Valley	1	10,000 Potch	☐
Discordant Countermeasures	Clear "Find the Desert Chronicle!" Mission; Meet Ramin at Salsabil	Before "Cynas Siege" Mission	Speak with Ramin at Naineneis	2	5,000 Potch	☐

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Find My Fated Lover	Clear "Help the Furious Roar" Mission; Explore Ch'olui Mountains' summit to confirm its disappearance; Leave Ch'olui Mountains and visit any town; Return to Ch'olui Mountains to encounter Maybelle at the summit	Before "Cynas Siege" Mission	Speak with Maybelle at HQ	1	10,000 Potch	☐
Find Somebody	Clear "Ladzaa Fortress Siege" Mission	Before "Cynas Siege" Mission	Speak with Morrin at Salsabil and agree to help; Speak with Moana at HQ	3	1,000 Potch	☐
Find Somebody in Rarohenga	Clear "Check Out Rarohenga" Mission	Before "Cynas Siege" Mission	Visit Mysterious Ruins in Rarohenga and defeat Pawns to rescue Kow-Low; explore further and defeat more Pawns to rescue Rufa	1	30,000 Potch	☐
Find the Chef	Clear "Journey to the West" Mission; Speak with innkeeper at Tehah Village and try the soup; Asad not in party	Before "Hurry to the Magedom!"	Talk to Asad at HQ (if he's been recruited) or El-Qaral (if not)	4	100 Potch	☐
Get Rid of Citro Monster	Clear "Goodbye, Magedom!" Mission	Before "Cynas Siege" Mission	Battle with nameless monster at Forest Ruins until Enumclaw sends it away	2	30,000 Potch	☐
Get Rid of Mislato Monster	Clear "Find the Desert Chronicle!" Mission; Clear "Get Rid of Citro Monster" Leader Quest	Before "Cynas Siege" Mission	Battle a Formless Demon at Mislato river until Enumclaw sends it away	3	40,000 Potch; Darkness Cape	☐
Get Rid of the Snow Fairy	Recruit Dogha; Dogha not in party	Before "Cynas Siege" Mission	Speak with Snow Fairy near Dogha's cabin atop Ch'olui Mountains; Speak with Dogha at HQ for advice; Speak with Snow Fairy again and tell her "No, I'm full."	3	Ch'olui Cabbage	☐
Get Rid of Woodland Monster	Clear "Check Out Rarohenga" Mission; Clear "Get Rid of Mislato Monster" Leader Quest	Before "Cynas Siege" Mission	Fight Formless Demon at Noslaw Woods until Enumclaw sends it away	4	50,000 Potch; Death Helm	☐
I Can't Take My Mask Off!	Recruit Yovel; Recruit Morrin; Recruit Autar; Recruit Balsam; Recruit Felecca; Recruit Numnu; Yovel not in party; Speak with Felecca at Headquarters	None	Speak with Yovel and Balsam at HQ	3	100 Potch	☐
I Want to See the Elder	Clear "Find the Desert Chronicle!" Mission; Liu not in party; talk to Mun-Tsang at Gineh Valley	Before "Cynas Siege" Mission	Defeat Mun-Tsang with Liu (or with Hero, if Liu fails)	2	100 Potch	☐
Let Me Perform!	Recruit Ramin; Ramin not in party	None	Talk to Wahie at Gateway Corridor and other-world Ramin at Pharamond	3	100 Potch	☐
Luva's Outings	Clear "Find the Desert Chronicle!"; Recruit Asad and Luva's; Asad and Luva's not in party; Speak with Luva's at HQ	Before "Showdown with Dirk"	Travel to Ladzaa Fortress (via Mislato River) and speak with Luva's near ruined bridge	3	100 Potch	☐
Make My Son a Man	Clear "Journey to the West" Mission; Speak with Rekareka at Naineneis	Before "Cynas Siege" Mission	Speak with Rekareka at HQ	1	100 Potch	☐
North Star Cuisine	Recruit Yomi; Clear "Something I Want to Check" Leader Quest; Wustum not in party	None	Speak with Wustum and Yomi at HQ	3	Dragon Patty; Crab Stew	☐
One More Mission	Recruit Yula; Recruit Tsaubern; Yula and Tsaubern not in party	None	Speak to Tsaubern at HQ; Speak to Yula at HQ	4	100 Potch	☐

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Oracle Quarrel?!	Clear "Make Allies of Auster Folk" Mission; Recruit Anya; Anya not in party	None	Speak with Indrik and Ordovic at HQ	4	Hell Fists	☐
Order Approaches Naineneis	Clear "Make Allies of the Porpos" Mission	Before "Cynas Siege" Mission	Speak with Dromon and his pirate friends at Coastal Cave	2	30,000 Potch	☐
Order Soldiers in Plains	Recruit Ouragan; Recruit Chain; Diulf not in party	None	Defeat Order Conscripts at North Marsinah Hills; continue north and defeat Order Captain also	3	50,000 Potch	☐
Porpos Abducted	Clear "Journey to the West" Mission; Speak with Numnu at Naineneis; Clear "Order Approaches Naineneis" Leader Quest; Namna, Nimni, Neira, and Nomno not in party	Before "Cynas Siege" Mission	Defeat Dromon, Xebec, and Felecca at Coastal Cave	2	Trident	☐
Request from Gadburg	Recruit Yula; Chrodechild, Fredegund, Meruviz, Yula, Roberto, and Gadburg not in party; Listen to conversation between Yula and Chrodechild at HQ	Before "Cynas Siege" Mission	Win or lose during fight between Mourgent and Yula at Mysterious Ruins in Citro Plain	5	50,000 Potch; Evil-Eye Sword	☐
Salsabil Liberation Army	Clear "Journey to the West" Mission	Before "Engage the Archivists!" Mission	Talk to Misrach at Mislato River	3	Mislato, Salmon	☐
Search for Nhazu!	Clear "Help the Furious Roar" Mission; Explore Ch'olui Mountains' summit to confirm its disappearance; Leave Ch'olui Mountains and speak with Nhazu at Tehah Village; Escort Nhazu to Dogha's hut	Before "Cynas Siege" Mission	Climb down the rope near Dogha's cabin at Ch'olui Mountains; Talk to Nhazu in cave	1	10,000 Potch	☐
SHOWDOWN!!!	Recruit Gorno	None	Speak to Gorno; 50 percent chance he'll beat the other-world Gorno; Quest fails if other-world Gorno wins	2	Sun Necklace; Moon Necklace; Venus Ornament	☐
Something For You	Clear "Journey to the West" Mission; Recruit Nuzhat	None	Talk to Atrie at HQ; win or lose Razor Dragon battle at HQ	5	God-Beast Sword; Crescent Axe	☐
Something I Want to Check	Recruit Wustum; Clear "Find the Desert Chronicle" Mission; Wustum not in party	None	Talk to Wustum at HQ	3	Salted Guts; Roasted Corn	☐
Sorry to Keep Bugging You!	Clear "Goodbye, Magedom!" Mission; Cougar not in the party	None	Battle a Saw Kingfisher at Grayridge Mine until Marica? defeats it	2	50,000 Potch	☐
Special Proposal	Clear "Goodbye, Magedom!" Mission; Clear "Arcane Academy Tour" Leader Quest	None	Speak with Geschutz, Buchse, and Minen at Mislato River	1	Rifle	☐
The Green Stone	Clear "Defend Pharamond!" Mission; Question Zenoa; Liu and Len-Lien not in party	None	Speak with Liu and Len-Lien at HQ	1	100 Potch	☐
The Promised Visit	Recruit Geschutz; Recruit Ramin; Yula not in party; Visit Salsabil and speak with Tsaubern	Before "Cynas Siege" Mission	Talk to Tsaubern at HQ	1	10,000 Potch	☐
The Return of Megion	Clear "Defend Pharamond!" Mission; Question Zenoa; Meet Megion at the Mysterious Ruins in Marsinah Plains	Before "Cynas Siege" Mission	Talk with Diulf at HQ; Win fight against Megion, Eusmil, and Nictis using Diulf, Servillah, and Lycia	3	Water Dragon Claws	☐

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INFINITY QUESTS

Infinity Quests are special ventures you can undertake with friends who also own a copy of *Suikoden: Tierkreis* and a Nintendo DS game system. In Infinity Quests, players send their characters to other friends' worlds to complete special assignments for fun and profit! After you've met Wahie, the Wanderer guru, simply travel through the Gateway at your Headquarters at any time to visit the Corridor and speak with Wahie again, who happily opens portals to other players' worlds for you.



Speak to Wahie and ask to see other players' worlds. You're then given the option to link up with a nearby friend via Wireless DS Multi-Card Play, or to connect to Nintendo Wi-Fi Connection and look for friends online. Make your choice, then choose to either Dispatch some of your characters to the Infinity for your friends to borrow, or to Hire some of your friends' characters that have already been Dispatched for you to use. When the exchange is complete, you'll be free to use your friends' characters to explore special Infinity Quests, and vice-versa! Just square things up with Moana and you'll be good to go.

A few other important notes on Infinity Quests:

- The player who does the Hiring also does most of the work in an Infinity Quest, but both players earn quest rewards when an Infinity Quest is completed. (The Dispatching player gets his rewards when his characters return home.)
- Characters you dispatch to other friends' worlds are gone until they return. However, if a character you've dispatched is needed for a special event in your world, they can be pulled from the friend's world so they can participate.
- You can't change or remove any of your friends' characters' equipment—you can only see what they're wearing.
- Completing Infinity Quests is the only way to earn special rewards not available in the single-player adventure, so use the following table and check 'em all out!



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Name	How to Get	How to clear	Reward
Renegade Hunting!	Recruit Zahra; Marica not in party	Defeat any one of the four Renegade monsters that appear at the Mysterious Ruins about the land: Googly Tree (Citro Plain) Hornbull (Marsinah Plains) Dust Fish (Janam Desert) Hell Knight (Rarohenga)	Iris Stone (Dispatch Player); 5,000 Potch (Quest Player)
Dealing with Renegades	Recruit Zahra	Defeat any one of the four Renegade monsters that appear at the Mysterious Ruins about the land: Sonic Bird (Citro Plain) Hell Netherlion (Marsinah Plains) Tropicant (Janam Desert) Torrent Queen (Rarohenga)	Iris Stone (Dispatch Player); 5,000 Potch (Quest Player)
Warrior Training	Recruit Zahra	Defeat any one of the four Renegade monsters that appear at the Mysterious Ruins about the land: Poison Viper (Citro Plain) Sahagin Head (Marsinah Plains) Sand Spider (Janam Desert) Moldy Mossball (Rarohenga)	30,000 Potch (Dispatch Player); 5,000 Potch (Quest Player)
Restocking Trade Goods	Recruit Tuhululu; Tuhululu not in party; One in six chance that this quest will appear (determined when you visit your Headquarters' Entrance Hall)	Meet the other-world Tuhululu at your HQ; Find five trade goods in Gineh Valley	20,000 Potch, Prismatic Peach (Dispatch Player); 10,000 Potch, Prismatic Peach, Whale Tusk, Butterfly Wing, Netherlion Horn (Quest Player); Prismatic Peach added to trade goods shops (Both Players)
Invention Inspiration	Recruit Yod; Yod not in party	Meet the other-world Yod at your HQ; Talk to Balsam at your HQ	10,000 Potch, plus the Toy Mallet, Burst Rifle, and Water Bomb are added to Gadburg/Khemia's HQ shops (Dispatch Player); 1,000 Potch, plus the Water Bomb, Lightning Bomb, Taint Bomb, Prototype Guns, and Prototype Rifle are added to Gadburg/Khemia's HQ shops (Quest Player)
Let Me Dig!	Recruit Nofret; Nofret not in party; One in six chance that this quest will appear (determined when you visit your Headquarters' Entrance Hall)	Meet the other-world Nofret at HQ; Go to Mount Svatgol; After losing sight of Nofret, take secret passage through the wall to visit a hidden northwest chamber in Mount Svatgol	10,000 Potch, Large Ruby, Large Emerald, Large Sapphire, Large Topaz (Both Players)
I Want to Go Train/A Match with Fredegund!	Clear "Engage the Archivists!" Mission; Recruit Quillard; Quillard not in party	Meet the other-world Quillard at HQ; Defeat other-world Quillard in battle using Fredegund	5,000 Potch, Iris Blade (Dispatch Player); 3,000 Potch (Quest Player)
I Want to Meet That Person	Recruit Sisuca; Sisuca not in party	Speak with other-world Sisuca	5,000 Potch, Knight's Cape (Dispatch Player); 100 Potch (Quest Player)
An Unknown Species!	Clear ""Goodbye, Magedom!" Mission; Zahra not in party	Meet the other-world Zahra; Speak with a Porpos-kin, Auster Folk, and Furious Roar character at HQ	3,000 Potch (Dispatch Player); 100 Potch (Quest Player)



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MYSTERIOUS RUINS



Four Mysterious Ruins appear over the course of the adventure, each one filled with its own array of treasure, monsters, and, of course, mysteries! You're never forced to visit these areas over the course of the main adventure, but several optional quests make use of them. Whenever you decide to venture out and explore some Mysterious Ruins, use the following maps and info to help guide you along.

Citro Plain Ruins



Enemies Encountered

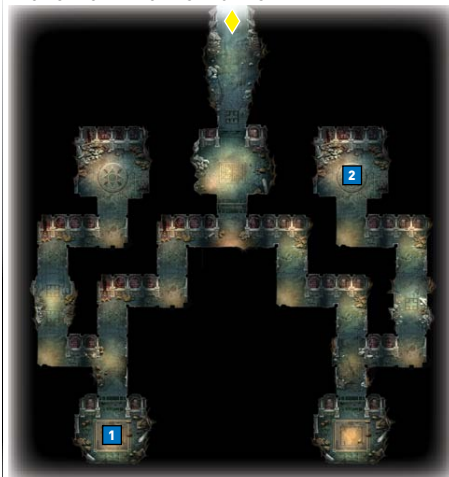
Name	Weakness	Defense
Anchor Fisher	Slash	—
Long	Attacks may cause Fury	Mega Medicine
Ironripper Rat	Slash	—
Short	Defend	Mega Medicine
Taloned Aye-Aye	Slash	Pierce
Short	—	Wool Yarn; Cheery Incense

AREA TREASURE

1 Mystic Medicine

2 Unicorn Armband

Marsinah Plains Ruins



Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Horned Lizard	Strike	Slash	Short	Poison	Lizard Skin
Peacock Lizard	Strike	Slash	Long	Paralyze	Lizard Skin
Taloned Aye-Aye	Slash	Pierce	Short	—	Wool Yarn; Cheery Incense
Torrent Minion	Strike	—	All	Spear Downpour	—

AREA TREASURE

1 Lazuli Rod

2 Mystic Medicine

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Desert Ruins



Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Bicorn	Slash	--	Short	--	Gazelle Fur
Flower Mossball	Slash	--	Long	--	Herbal Medicine; Cotton Thread
Leosaurus	Slash	--	Short/All	Blue breath attack strikes entire party	Netherlion Horn
Scythe Spider	Slash; Strike	--	Short	Unbalance	Medicine

AREA TREASURE

- 1 Iris Blade
- 2 Mystic Blade

Rarohenga Ruins



Enemies Encountered

Name	Weakness	Defense	Range	Abilities	Item Drops
Bicorn	Slash	--	Short	--	Gazelle Fur
Inpu Zombie	Pierce	--	Short	Drain Life	Death Skull
Scorch Minion	Pierce	--	Long	Flame Strike	Uncut Ruby; Darkness Stone
Scorch Queen	Pierce	--	Long/All	Flame Vortex; Sing attack strikes entire party and can cause Confusion	Uncut Ruby; Darkness Stone

POINTS OF INTEREST

- 1 Zayin (Recruit when Balsam and Yod are in party)

AREA TREASURE

- 1 Darkness Stone
- 2 Hell Fists

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Appendices

The last few pages of this guide are packed with quick-reference tables that'll help you track down vital info, post-haste.

STARBEARERS

The following table lists all the Starbearers—those capable of using Marks of the Stars. Many of these characters can be recruited to join the Company—see the table to learn how!

CAUTION

As with Party and Leader Quests, there are deadlines on when certain characters can be recruited. Be sure to check this table each time you start a new Mission—clearing it may cause you to miss out on recruiting someone special!

NOTE

In the following table, characters listed as "Auto" under the Type column are automatically recruited over the course of the adventure. On the other hand, characters listed as "Free" must be sought out and convinced to join your army; see their "How to Recruit" column to learn how to get them.

Starbearers

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Portrait	Name	Star	Type	Deadline	How to Recruit
	Hero	Tenkai Star	Auto	N/A	Automatically during the course of the adventure
	Diulf	Tengou Star	Auto	N/A	Automatically during the course of the adventure
	Liu	Tenki Star	Auto	N/A	Automatically during the course of the adventure
	Zenoa	Tenkan Star	Auto	N/A	Automatically during the course of the adventure
	Ordovic	Tenyu Star	Auto	N/A	Automatically during the course of the adventure
	Megion	Tenyu Star	Free	Before "Cynas Siege" Mission	Clear "Journey to the West" Mission; Visit Mysterious Ruins of Marsinah Plains to meet Megion; Clear "Engage the Archivists!" Mission; Clear "The Return of Megion" Leader Quest
	Vaslof	Tenmou Star	Auto	N/A	Automatically during the course of the adventure
	Enumclaw	Teni Star	Free	Before "Cynas Siege" Mission	Clear "Get Rid of Woodland Monster" of a Leader Quest
	Marica	Tenei Star	Auto	N/A	Automatically during the course of the adventure
	Neira	Tenki Star	Auto	N/A	Automatically during the course of the adventure
	Resno	Tenfu Star	Auto	N/A	Automatically during the course of the adventure
	Diadora	Tenman Star	Auto	N/A	Automatically during the course of the adventure
	Luvais	Tenko Star	Free	Before "Engage the Archivists!" Mission	Between "Scout Out Ladzaa Fortress" and "Fort Arc Siege" Missions, go to Outside Chapter Hall area of Grayridge and meet Luvais; Between "Make Allies of the Porpos" and "Engage the Archivists!" Missions, go to Headquarters and Luvais comes to join



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Portrait	Name	Star	Type	Deadline	How to Recruit
	Belemuel	Tensyo Star	Free	Before "Cynas Siege" Mission	Clear "Find the Desert Chronicle!" Mission; Visit Mysterious Ruins at Janam Desert; Go with Keflen to the ruins' northwest room; Clear "Showdown with Dirk" to "Cynas Siege" Missions; Talk to Keflen at HQ; Return to Mysterious Ruins at Janam Desert and go to same room
	Geschutz	Tenritsu Star	Free	Before "Hurry to the Magedom!" Mission	Clear "Special Proposal" Leader Quest
	Zayin	Tensyo Star	Free	Before "Cynas Siege" Mission	Recruit Balsam and Yod; Put Balsam and Yod into party; Go to Mysterious Ruins in Rarohenga; examine the robot in the farthest room
	Luo-Tao	Tenan Star	Auto	N/A	Automatically during the course of the adventure
	Chein	Tenyu Star	Free	Before "Cynas Siege" Mission	Recruit Lycia; Put Lycia into party; Explore center of Marsinah Plains to fight Chein; Speak with Chein afterward in Cragbark
	Nhazu	Tenku Star	Free	Before "Cynas Siege" Mission	Clear "Search for Nhazu!"; Leader Quest; Go to HQ and Nhazu comes to join
	Tsaubern	Tensoku Star	Free	Before "Cynas Siege" Mission	Clear "The Promised Visit" Leader Quest; Allow Tsaubern to ally
	Dogha	Teni Star	Free	Before "Cynas Siege" Mission	Recruit Nhazu; Speak to Dogha at Back Entrance of HQ
	Bosche	Tensatsu Star	Free	Before "Cynas Siege" Mission	Clear "Engage the Archivists!" Mission; Talk to Guntram in Pharamond; Go to Noslaw Woods with no Scribes in party; Talk to Bosche; chase after Bosche; Meet Lathilda; Talk to Lathilda with Guntram, Chrodechild, or Fredegund in party
	Sphiel	Tenbi Star	Free	Before "Cynas Siege" Mission	Clear "Get Rid of the Snow Fairy" Leader Quest
	Selen	Tenkyu Star	Free	Before "Cynas Siege" Mission	Clear "Scout Out Ladzaa Fortress" Mission; You may encounter Selen when entering HQ from the map during Flower seasons; Defeat Selen with Jale to recruit
	Jale	Tentai Star	Auto	N/A	Automatically during the course of the adventure
	Rajim	Tenjyu Star	Auto	N/A	Automatically during the course of the adventure
	Dromon	Tenken Star	Free	Before "Cynas Siege" Mission	Clear "Ladzaa Fortress Siege Again" Mission, Clear "Order Approaches Naineneis" Leader Quest; Recruit Numnu; Talk to Dromon, Felecca, and Xebec in Coastal Cave; win fight against Dromon, Felecca, and Xebec to recruit
	Chrodechild	Tenhei Star	Auto	N/A	Automatically during the course of the adventure
	Felecca	Tenzai Star	Free	Before "Cynas Siege" Mission	Clear "Ladzaa Fortress Siege Again" Mission, Clear "Order Approaches Naineneis" Leader Quest; Recruit Numnu; Talk to Dromon, Felecca, and Xebec in Coastal Cave; win fight against Dromon, Felecca, and Xebec to recruit
	Fredegund	Tenson Star	Auto	N/A	Automatically during the course of the adventure
	Xebec	Tenpai Star	Free	Before "Cynas Siege" Mission	Clear "Ladzaa Fortress Siege Again" Mission, Clear "Order Approaches Naineneis" Leader Quest; Recruit Numnu; Talk to Dromon, Felecca, and Xebec in Coastal Cave; win fight against Dromon, Felecca, and Xebec to recruit
	Shams	Tenrou Star	Auto	N/A	Automatically during the course of the adventure
	Manaril	Tensui Star	Auto	N/A	Automatically during the course of the adventure



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	Nova	Tenbou Star	Auto	N/A	Automatically during the course of the adventure
	Sophia	Tenkoku Star	Auto	N/A	Automatically during the course of the adventure
	Tigre	Tenkou Star	Free	Before "Cynas Siege" Mission	Clear "Check Out Rarohenga" Mission, Recruit both Chein and Megion; Put Diulf into party; Speak with Tigre at Cragbark
	Gilliam	Chikai Star	Free	Before "Cynas Siege" Mission	Clear "Defend Grayridge" Party Quest; Talk to Gilliam at Grayridge
	Misrach	Chisatsu Star	Free	Before "Cynas Siege" Mission	Between "To the Tower of the Way!" and "Cynas Siege" Mission, speak to Misrach at Kingdom of Salsabil and agree with him
	Rekareka	Chiyu Star	Free	Before "Cynas Siege" Mission	Clear "I Need Laggart Pelts" Party Quest
	Mubal	Chiketsu Star	Auto	N/A	Automatically during the course of the adventure
	Indrik	Chiyu Star	Auto	N/A	Automatically during the course of the adventure
	Yomi	Chii Star	Free	Before "Cynas Siege" Mission	Clear "One More Mission" Leader Quest; Clear "Check Out Rarohenga" Mission; Put Tsaubern into party and talk to Yomi and Chihaya at Lugenik; Talk to Yomi and Chihaya at Grayridge and invite them to join
	Chihaya	Chiei Star	Free	Before "Cynas Siege" Mission	Clear "One More Mission" Leader Quest; Clear "Check Out Rarohenga" Mission; Put Tsaubern into party and talk to Yomi and Chihaya at Lugenik; Talk to Yomi and Chihaya at Grayridge and invite them to join
	Meruvis	Chiki Star	Auto	N/A	Automatically during the course of the adventure
	Asad	Chimou Star	Auto	N/A	Automatically during the course of the adventure
	Gorno	Chibun Star	Free	Before "Cynas Siege" Mission	Put any Auster Folk character into party; Explore Mount Svatgol and talk to Gorno there
	Hafin	Chisei Star	Free	Before "Hurry to the Magedom!" Mission	"Between ""Journey to the West"" and ""Hurry to the Magedom!"" Missions, put Asad into party and enter Mislato River area
	Keflen	Chikatsu Star	Free	Before "Cynas Siege" Mission	Clear "Find the Desert Chronicle!" Mission; Visit Mysterious Ruins at Janam Desert; Go with Keflen to the ruins' northwest room; Between "Showdown with Dirk" to "Cynas Siege" Missions, talk to Keflen at HQ; Return to Mysterious Ruins at Janam Desert and go to same room once more
	Yadima	Chitou Star	Free	Before "Cynas Siege" Mission	Clear "Plowin' the Field" Party Quest; Speak with Yadima at HQ
	Hina	Chikyou Star	Free	Before "Cynas Siege" Mission	Clear "Letter from Lonomakua" Party Quest
	Mourgent	Chian Star	Free	Before "Cynas Siege" Mission	Clear "Request from Gadburg" Leader Quest
	Khemia	Chijiku Star	Free	Before "Cynas Siege" Mission	Recruit Geschutz; Put Geschutz or Minen into party; Speak to Khemia at Citro Village
	Moana	Chikai Star	Auto	N/A	Automatically during the course of the adventure
	Amaralicht	Chisa Star	Free	Before "Cynas Siege" Mission	Clear "Engage the Archivists!" Mission; Put Chrodechild and Fredegund into party; Speak to Amaralicht and Quillard in Pharamond; Defeat Order soldiers at Wilds of Veile



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	Quillard	Chiyu Star	Free	Before "Cynas Siege" Mission	Clear "Engage the Archivists!" Mission; Put Chrodechild and Fredegund into party; Speak to Amarlicht and Quillard in Pharamond; Defeat Order soldiers at Wilds of Veile
	Eunice	Chirei Star	Auto	N/A	Automatically during the course of the adventure
	Zahra	Chiyu Star	Auto	N/A	Automatically during the course of the adventure
	Taj	Chibi Star	Free	Before "Cynas Siege" Mission	Clear "Find the Desert Chronicle!" Mission; Speak with Taj at HQ
	Yula	Chiky Star	Free	Before "Cynas Siege" Mission	Clear "Engage the Archivists!" Mission; Talk to Yula at Pharamond; Put Chrodechild into party; Speak with Yula again and defeat her with Chrodechild to recruit
	Nomno	Chibaku Star	Free	Before "Cynas Siege" Mission	Clear "Journey to the West" Mission; Talk to Nomno at HQ; Talk to Nemne at HQ; Recruit Wustum; Talk to Nomno at Dining Hall
	Nuzhat	Chizen Star	Free	Before "Cynas Siege" Mission	Recruit Balsam; Ride HQ lift down to empty basement; Put Mubal into party; Speak with Nuzhat at Salsabil; Defeat a Blaze Dragon at HQ basement
	Servillah	Chikou Star	Auto	N/A	Automatically during the course of the adventure
	Lycia	Chikou Star	Auto	N/A	Automatically during the course of the adventure
	Kow-Low	Chihi Star	Free	Before "Cynas Siege" Mission	Clear "Find Somebody in Rarohenga" Leader Quest
	Balsam	Chisou Star	Free	Before "Cynas Siege" Mission	Clear "Journey to the West" Mission; Speak with Balsam and Yod near the lift in Grayridge Mine; Go to HQ and visit the roof to make Hero wish he had a lift; Speak with Balsam and Yod at Grayridge Mine again and say "Because it is fun"; Talk to Balsam and Yod at HQ; Go to Naineneis and get a Pump; Give Pump to Balsam and Yod; Speak to Balsam and Yod after the lift is built to recruit
	Guntram	Chikou Star	Auto	N/A	Automatically during the course of the adventure
	Roberto	Chimei Star	Auto	N/A	Automatically during the course of the adventure
	Eusmil	Chisin Star	Free	Before "Cynas Siege" Mission	"Clear "The Return of Megion"" Leader Quest
	Nictis	Chitai Star	Free	Before "Cynas Siege" Mission	"Clear "The Return of Megion"" Leader Quest
	Nimni	Chiman Star	Auto	N/A	Automatically during the course of the adventure
	Sotah	Chisui Star		Before "Cynas Siege" Mission	Clear "Journey to the West"; Speak with Sotah at Tehah Village and look at his Glossary four times; Ask Sotah to join
	Kashgar	Chisyu Star	Auto	N/A	Automatically during the course of the adventure
	Maybelle	Chiin Star	Free	Before "Cynas Siege" Mission	Clear "Find My Fated Lover" Leader Quest; Enter HQ Leader's Room without Marica or Jale in party; Put any young female character into party (including Marica); Leave HQ and return to encounter Maybelle; Go to Leader's Room again to recruit
	Rufa	Chii Star	Free	Before "Cynas Siege" Mission	Clear "Find Somebody in Rarohenga" Leader Quest



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	Lubberkin	Chiri Star	Free	Before "Cynas Siege" Mission	Clear all of "That World in the Ravine," "The Other Marica's World," and "Atrie's World" Party Quests; Go to Grayridge Mine to meet Lubberkin; Put Logan into party; Talk to Lubberkin at Grayridge village
	Yod	Chisyun Star	Free	Before "Cynas Siege" Mission	Clear "Journey to the West" Mission; Speak with Balsam and Yod near the lift in Grayridge Mine; Go to HQ and visit the roof to make Hero wish he had a lift; Speak with Balsam and Yod at Grayridge Mine again and say "Because it is fun"; Talk to Balsam and Yod at HQ; Go to Naineneis and get a Pump; Give Pump to Balsam and Yod; Speak to Balsam and Yod after the lift is built to recruit
	Ramin	Chiraku Star	Free	Before "Cynas Siege" Mission	Clear "Discordant Countermeasures" Leader Quest; Visit Cragbark; Defeat a Pekklar in Marsinah Plains
	Hotupa	Chitatsu Star	Auto	N/A	Automatically during the course of the adventure
	Wahie	Chisoku Star	Auto	N/A	Automatically during the course of the adventure
	Nofret	Chichin Star	Free	Before "Cynas Siege" Mission	Clear "Help Them Dig" Party Quest; Put Shams and Manaril into party; Speak with Nofret at basement of Arcane Academy Ruins at Buried Mage City
	Minen	Chikei Star	Free	Before "Hurry to the Magedom!" Mission	Clear "Special Proposal" Leader Quest
	Namna	Chima Star	Free	Before "The Final Battle" Mission	Clear "Find the 12th Chronicle" Mission; Talk to Neira at HQ; Return to Neira during Bud season to find Namna there; Talk to Namna; Return next Bud season; Talk to Namna again; Repeat until you can invite Namna to join
	Sisuca	Chiyou Star	Free	Before "Cynas Siege" Mission	Recruit Zahra; Speak with Sisuca at Citro Village; Speak with Sisuca again at HQ to recruit
	Nakil	Chizen Star	Free	Before "Engage the Archivists!" Mission	Between "Journey to the West" and "Engage the Archivists!" Missions, enter Headquarters from the World Map with Asad in party; Repeat more than three times
	Len-Lien	Chifuku Star	Auto	N/A	Automatically during the course of the adventure
	Ouragan	Chihi Star	Free	Before "Cynas Siege" Mission	Recruit Icas; Enter Headquarters from the World Map while Icas is not in party to encounter Assassin; Visit Naineneis and HQ to meet Assassin again; Enter HQ from World Map; Clear "Pharmond Siege" Mission; Visit General Store at Cragbark; Return to HQ to recruit Ouragan
	Nemne	Chiku Star	Auto	N/A	Automatically during the course of the adventure
	Gadburg	Chiko Star	Auto	N/A	Automatically during the course of the adventure
	Anya	Chizen Star	Free	Before "Cynas Siege" Mission	"Between ""Scout Out Ladzaa Fortress"" and ""To the Tower of the Way!""", talk to Anya at the back of elevator in Grayridge Mine and invite her; Or, between ""Fort Arc Siege"" and ""Cynas Siege""", talk to Anya at Grayridge village
	Morrin	Chitan Star	Free	Before "Cynas Siege" Mission	Clear "Bring Icas to Me" Leader Quest
	Yovel	Chikaku Star	Free	Before "Cynas Siege" Mission	Clear "Bring Icas to Me" Leader Quest
	Autar	Chisyu Star	Free	Before "Cynas Siege" Mission	Clear "Gather Animals!" Party Quest; Speak to Autar at Cragbark
	Wustum	Chizou Star	Free	Before "Engage the Archivists!" Mission	Clear "Find the Chef" Leader Quest; Speak to clerk at Inn/Vendor in Tehah Village; Go to Ch'olui Mountains and defeat Janam Soldiers



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	Buchse	Chihei Star	Free	Before "Hurry to the Magedom!" Mission	Clear "Special Proposal" Leader Quest
	Muro	Chison Star	Free	Before "Cynas Siege" Mission	Clear "Demon Hunting in Gineh" Leader Quest
	Hao-Shi	Chido Star	Free	None	Clear "Clean Up the Woodlands" Leader Quest
	Lathilda	Chisatsu Star	Free	Before "Cynas Siege" Mission	Clear "Engage the Archivists!" Mission; Talk to Guntram in Pharamond; Go to Noslaw Woods with no Scribes in party; Talk to Bosche; chase after Bosche; Meet Lathilda; Talk to Lathilda with Guntram, Chrodechild, or Fredegund in party
	Diiwica	Chiaku Star	Auto	N/A	Automatically during the course of the adventure
	Semias	Chisyu Star	Free	Before "Cynas Siege" Mission	Clear "Ladzaa Fortress Siege Again" Mission; Talk to Semias at Naineneis; Talk to Semias at HQ
	Logan	Chisu Star	Auto	N/A	Automatically during the course of the adventure
	Erin	Chiin Star	Auto	N/A	Automatically during the course of the adventure
	Darrow	Chihei Star	Free	Before "Cynas Siege" Mission	Clear "Check Out Rarohenga" Mission; Put Savina into party; Explore the roof of Fort Arc
	Savina	Chisou Star	Free	Before "Cynas Siege" Mission	Recruit Icas; Talk to Icas at HQ; Clear "Engage the Archivists!"; Talk to Savina at Pharamond
	Numnu	Chiretsu Star	Free	Before "Cynas Siege" Mission	Clear "Porpos Abducted" Leader Quest
	Icas	Chicken Star	Free	Before "Cynas Siege" Mission	Clear "Bring Icas to Me" Leader Quest
	Tongatihi	Chimou Star	Free	Before "Cynas Siege" Mission	Clear "Windows Beyond the Gateway" Party Quest; Talk to Tongatihi at the Gateway Corridor and invite
	Mun-Tsang	Chizoku Star	Free	Before "Cynas Siege" Mission	Clear "I Want to See the Elder" Leader Quest; Clear "Showdown with Dirk" Mission; Speak with Mun-Tsang at the north gate of Fort Arc
	Tuhululu	Chikou Star	Free	Before "Cynas Siege" Mission	Clear "I Need Laggart Pelts" Party Quest



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When placed in the same party, the following characters can unite and unleash devastating co-op assaults on foes. Co-op attacks give you an extra advantage, so always try to build parties around co-op friends!

Name	Description	Characters
Divine Edge	Damages 1 enemy	Chrodechild, Fredegund
Mage Company	Damages all enemies	Asad, Nakit, Hafin
Night's Veil	Damages 1 enemy; self Unbalance after ATK	Chrodechild, Meruvius, Roberto
Corridor	Damages all enemies; Hotupa Unbalance	Diadora, Hotupa
Fusillade	Damages all enemies	Geschutz, Buchse, Minen
Ex-Archivists	Damages all enemies	Diadora, Sophia, Nova
Martial Artists	Damages 1 enemy	Jale, Selen
Odd Girl Party	All enemies: damage + Sleep	Sphiel, Maybelle, Rufa
Father Force	Damages 1 enemy	Rajim, Logan, Nova
Band of Pirates	Damages 1 enemy	Xebec, Dromon, Felecca
North Star	Damages 1 enemy	Chihaya, Yula, Yomi
Lightning Lash	Damages 1 enemy	Chihaya, Tsaubern
Royal Pride	Damages 1 enemy; self Fury/Alert/Unbalance	Shams, Manaril
Siblings	Damages 1 enemy	Sisuca, Marica
Siblings	Damages 1 enemy	Amaralicht, Quillard
Siblings	Damages 1 enemy	Morrin, Yovel
Sworn Protector	Damages 1 enemy; self Unbalance after ATK	Shams, Taj
Sworn Protector	Damages 1 enemy; self Unbalance after ATK	Mubal, Manaril
Sworn Protector	Damages 1 enemy; self Unbalance after ATK	Xebec, Hina
Sea God	Damages all enemies; (rare) self Fury/Alert	Namna, Neira
Seafood Smack	Damages all enemies; Nomno Sleep	Nimni, Nemne, Nomno
Beast Slash	Damages all enemies	Servillah, Diulf, Lycia
Beast Claws	Damages all enemies	Eusmil, Nictis, Megion

Name	Description	Characters
Tattoo	All enemies: damage + Paralysis	Liu, Luo-Tao
Tattoo	All enemies: damage + Sleep	Liu, Len-Lien
Tattoo	All enemies: damage + Poison	Liu, Hao-Shi
Tattoo	All enemies: damage + Unbalance	Liu, Kow-Low
Tattoo	All enemies: damage + Silence	Liu, Mun-Tsang
Husband & Wife	Damages 1 enemy	Vaslof, Resno
Ancestor	Damages all enemies	Indrik, Ordovic, Diiwica
Mascots	Damages 1 enemy; enemy Fury	Autar, Numnu
Mechanical Mash	Damages all enemies	Zayin, Yod, Balsam
Defense Corps	Damages 1 enemy	Hero, Jale, Marica, Liu
Defense Corps	Damages 1 enemy	Hero, Jale, Marica, Dirk
Double Leaders	Damages 1 enemy	Hero, Atrie
Lovers' Lance	Damages 1 enemy	Savina, Darrow
Family	Damages 1 enemy	Logan, Erin
Family	Damages 1 enemy	Tuhululu, Rekareka
Pretty Boys	All: damage + Paralysis; (rare) enemy Fury	Shams, Yovel, Roberto
Fancy Lads	All: damage + Paralysis; (rare) enemy Fury	Asad, Meruvius, Icas
Good Chaps	All: damage + Silence; (rare) enemy Fury	Namna, Nictis, Muro
Pretty Girls	All: damage + Paralysis; enemy Alert (rare)	Hina, Yula, Minen
Kiss Goodbye	All: damage + Paralysis; enemy Alert (rare)	Sphiel, Sophia, Chihaya
Secret Crush	All: damage + Silence; enemy Alert (rare)	Eusmil, Neira, Resno
Shining Scalp	All enemies: damage + Unbalance	Ouragan, Zenoa, Gadburg
Counterparts	Damages 1 enemy	Marica, Marica?*

* This attack also works when the player has a character and another version of the same character from one of the alternate worlds.

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MARKS OF THE STARS

The following table reveals all Marks of the Stars abilities that characters can use. New Marks are gained each time you acquire a new Chronicle during the adventure; be sure to check red orbs often and see which Marks your allies are wielding.

Name	Description
Defense Shield	Ups Physical Defense of 1 ally 5 turns. Effect cumulative.
Defense Barrier	Ups Physical Defense of all allies 3 turns. Effect cumulative.
Defense Canopy	Ups Physical Defense of all allies 5 turns. Effect cumulative.
Magic Shield	Ups Magic Defense of 1 ally 5 turns. Effect cumulative.
Magic Barrier	Ups Magical Defense of all allies 3 turns. Effect cumulative.
Magic Canopy	Ups Magical Defense of all allies 5 turns. Effect cumulative.
Heating Gleam	Restores a little HP to 1 ally.
Heating Glitter	Restores a lot of HP to 1 ally.
Heating Light	Fully restores the HP of 1 ally.
Heating Flow	Restores a little HP to all allies.
Heating Wave	Restores some HP to all allies.
Heating Tide	Restores a lot of HP to all allies.
Cure Twinkle	Cures the status effects of 1 ally.
Cure Glow	Cures the status effects of all allies.
Revival Ray	Cures the Unconscious status effect of 1 ally.
Breath of Flame	Causes a little Magic Fire Damage to 1 enemy.
Flame Explosion	Causes a lot of Magic Fire Damage to 1 enemy.
Flame Vortex	Causes an extra lot of Magic Fire Damage to 1 enemy.
Rain of Spears	Rains Water Spears to cause Magic Damage to all enemies.
Spear Downpour	Causes some Magic Water Spear Damage to all enemies.
Spear Torrent	Causes heavy Magic Water Spear Damage to all enemies.
Sleep Chill	Causes Magic Damage + Sleep (low prob) to 1 enemy.
Sleep Freeze	Causes Magic Damage + Sleep (med prob) to 1 enemy.
Sleep Frost	Causes Magic Damage + Sleep (hi prob) to 1 enemy.
Silence Dust	Causes Magic Damage + Silence (low prob) to 1 enemy.
Silence Grit	Causes Magic Damage + Silence (med prob) to 1 enemy.
Silence Sand	Causes Magic Damage + Silence (hi prob) to 1 enemy.
Bind Flash	Causes Magic Damage + Paralysis (low prob) to 1 enemy.
Bind Bolt	Causes Magic Damage + Paralysis (medium prob) to 1 enemy.
Bind Lightning	Causes Magic Damage + Paralysis (high prob) to 1 enemy.
Taint Drops	Causes Magic Damage + Poison (low prob) to 1 enemy.
Taint Trickle	Causes Magic Damage + Poison (med prob) to 1 enemy.
Taint Rain	Causes Magic Damage + Poison (hi prob) to 1 enemy.
Havoc Cyclone	Causes an extra lot of Magic Damage to 1 enemy.
Dark Disaster	Causes a lot of Magic Damage + random effect to 1 enemy.
Fuse Dome	Causes a lot of Magic Damage to all enemies.

Name	Description
Gate to Nowhere	Causes Magic Damage + Instant Death (med prob) to 1 enemy.
Tattoo of Seal	Causes Silence to all enemies (100% probability).
Release	Lifts the status effects of all enemies.
Dying Wish	Causes an extra lot of Magic Damage to all enemies.
Swift Blow	Causes 80% Physical Damage at start of turn.
Rapid Strike	Causes 100% Physical Damage at start of turn.
Blitz Attack	Causes 120% Physical Damage at start of turn.
Sting Gamble	Causes Instant Death if target hit. Very low accuracy.
Stab Gamble	Causes Instant Death if target hit. Low accuracy.
Slash Gamble	Causes Instant Death if target hit. Mod. low accuracy.
1st Form Falcon	Causes 20% to 200% Physical Damage.
Basic Falcon	Causes 50% to 250% Physical Damage.
Advanced Falcon	Causes 80% to 300% Physical Damage.
Two-Way Strike	Uses HP to cause 200% Physical Damage.
Two-Way Spear	Uses HP to cause 250% Physical Damage.
Two-Way Thrust	Uses HP to cause 300% Physical Damage.
Heavy Tremor	Causes 200% Physical Damage. Unbalance to self.
Crush Quake	Causes 250% Physical Damage. Unbalance to self.
Earthspasm	Causes 300% Physical Damage. Unbalance to self.
Good Measure	Causes 120% Physical Damage at end of turn.
Extra Blow	Causes 140% Physical Damage at end of turn.
Parting Shot	Causes 160% Physical Damage at end of turn.
Melt Attack	Causes 60% Physical Damage + No Element during turn.
Melt Strike	Causes 80% Physical Damage + No Element during turn.
Melt Tempest	Causes 100% Physical Damage + No Element during turn.
Bull's Eye	100%-accurate Physical Attack.
Masterpiece	Physical Attack with 100% probability of Critical Hit.
Poison Blow	Causes 100% Physical Damage + Poison (med probability).
Paralysis Blow	Causes 100% Physical Damage + Paralysis (med probability).
Toppling Blow	Causes 100% Physical Damage + Unbalance (med probability).
Life Absorb	Restores own HP by 10% of damage caused to enemy.
Magic Absorb	Restores own MP by 5% of damage caused to enemy.
Shrike Strike	Causes 200% Physical Damage + Unbalance (hi probability).
Sand Crumbler	200% Physical Damage. Even more effective on sand enemies.
True Falcon	Causes 300% Physical Attack Damage.
Ire	Causes Fury to self.

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Name	Description
Eyeopener	Causes Alert to self.
Courage	Restores some HP to self.
Fortify	Ups own Physical Defense and Magical Defense 5 turns.
Strike-Back	Counters short- range Physical Attack (100% prob).
Rocket Punch	Long-range attack. Causes 150% Physical Damage.
Mage Secret	Raises Magic Attack damage of all allies.
Treatment	Cures status of 1 ally at the end of every turn.
Spark	Makes the "Spark" command available.
Goad	Raises damage of Normal Attacks of all allies.
System Upgrade	Raises damage of Mechanical Attacks.
Repose	Restores HP of 1 ally at the end of every turn.
Bribe	Makes the "Bribe" command available.
Erudition	Gain more Experience Points.
Lookout Window	Prevents surprise attacks.
Impromptu	Very rarely causes Fury in all allies at battle's start.
Endless Gossip	Very rarely makes all enemies Sleep at battle's start.
First Move	Raises likelihood of making a preemptive attack.
Bye-Bye	Raises the success rate of the "Escape" command.
Charisma	Raises likelihood of being targeted by the enemy.
Stealth	Lowers likelihood of being targeted by the enemy.

Name	Description
Acrobat	Raises Evasion.
Anticipation	Raises Accuracy.
Mind's Eye	Raises Critical Hit rate.
Vengeance	Raises Counter rate.
Autoshield	Sometimes raises Physical Defense at battle's start.
Autobarrier	Sometimes raises Magical Defense at battle's start.
Burning Spirit	Sometimes causes Fury to self at battle's start.
Enlightenment	Sometimes causes Alert to self at battle's start.
Early Bird	During Normal Attack, can sometimes attack at start of turn.
Finishing Touch	Normal Attack: Action at end of turn + attack 100% accurate.
Desperation	Self can sometimes suddenly recover when Unconscious.
Weapon Master	Make max number of Normal Attacks regardless of Skill stat.
Waking	Start battle in Sleep. Fury when awaken.
Full of Life	Restores own HP a little at the end of every turn.
Immunity	Prevents the Poison status effect.
Limber	Prevents the Paralysis status effect.
Equilibrium	Prevents the Unbalance status effect.
Clear-Headed	Prevents the Confusion status effect.

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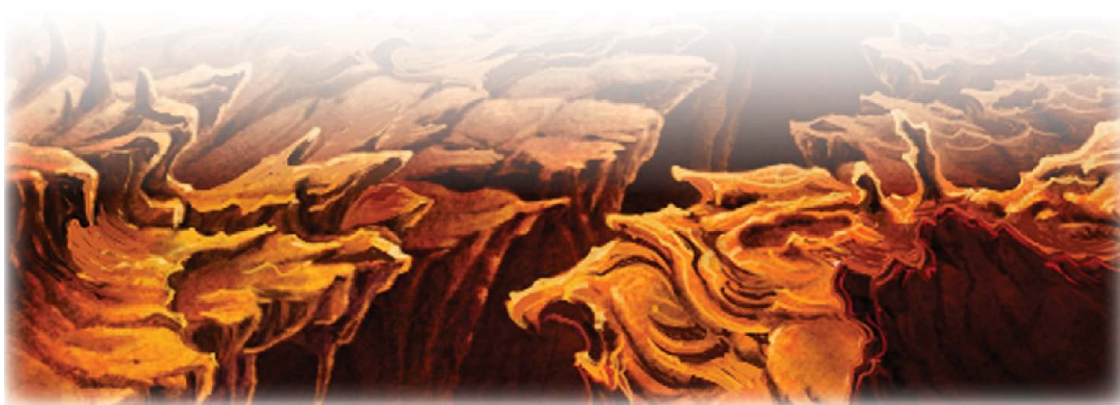
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Buying and selling trade goods is a great way to earn fast Potch when you're low on funds. Each town offers different prices for trade goods; consult following table to see who's selling low and who's buying high.

TIP
Always ask about trade rumors when visiting a merchant. Sudden booms or shortfalls in goods can lead to huge profits!

Category	Name	Description	Headquarters	Citro Village	Grayridge	Cynas	Salsabil	Tehah Village	Naineneis	Cragbark	Pharamond	Woodland Village	Lugenik	Max
Food	Rock Salt	Product of Naineneis. Cooking seasoning.	25	35	28	30	38	22	20	40	30	36	42	99
	Sugar Cane	Grown in Pharamond wastelands. Used as a sweetener.	40	50	47	60	36	50	40	33	30	36	35	99
	Black Pepper	Rare spice imported from overseas.	95	100	90	130	85	95	99	110	120	92	105	99
	Citro Tomato	Delicious, ripe, red tomato grown in Citro Village.	50	40	45	55	62	70	52	60	58	65	30	99
	Janam Potato	A versatile vegetable. Special product of Janam.	60	58	48	70	50	77	60	64	59	55	80	99
	Ch'olui Cabbage	Cabbage sweetened by the Ch'olui Mountains frost.	99	95	100	120	99	80	86	70	82	110	130	99
	Marsinah Carrot	Nurtured by the sunshine of the Marsinah Plains.	150	160	200	300	220	180	140	120	170	250	400	99
	Prismatic Peach	Can only be picked by people from other worlds.	6000	7000	5000	4200	4600	5100	5700	4000	9000	6000	10000	5
	Demon Corn Ear	One of the "Three Delicacies." Can even be eaten raw.	3200	2800	4000	5000	4400	5500	3800	3000	2500	6400	4900	10
	Dried Truffle	One of the "Three Delicacies." Dried Venus Truffle.	2000	1800	2200	4200	3500	3000	3800	2900	4000	1400	3200	10
	Pekklar Meat	Marbled Pekklar breast meat. Juicy and delicious.	3000	2400	3200	2800	3800	2900	2200	2000	3600	2000	4800	20
	Raparo Meat	The tender meat of a migratory shore bird.	600	450	400	380	350	420	500	700	550	800	500	20
	Giant Crab Meat	Meat of huge crab from a faraway island nation.	3800	4500	3200	4000	3500	4100	2800	3000	4300	5000	4900	10
	Dragon Meat	Extremely rare sliced dragon tail meat. Delectable.	4200	3500	4000	4200	3800	5000	4800	6000	4000	3000	8000	10

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Characters Attacks of the Stars Goods Items Locations Enemies and Enemies		Mislato Salmon	Popular fish caught in Mislato River.	200	280	180	250	150	220	190	280	500	250	300	99
		Fish Guts	One of the "Three Delicacies." From huge ancient fish.	5000	4600	4800	4200	4400	5100	5700	4000	5400	5200	4900	10
		Herbal Medicine	Compounded from several natural, medicinal plants.	350	300	400	280	380	360	400	300	420	200	250	99
		Googly Tree Sap	Diluted for health safety. Speeds healing.	1600	1800	2000	1200	2300	2100	1500	2400	1800	2800	2000	10
		Life Lichen	Rare lichen that brings one back from the dead.	6000	7000	6800	3800	8000	7500	6400	7200	6800	4000	7000	10
	Ore/Stones	Copper Ore	Abundant, cheap ore. Easy to work with.	75	100	95	55	60	90	80	70	85	90	65	50
		Iron Ore	Extremely hard. Can still be found in Grayridge Mine.	200	180	150	220	170	190	180	190	200	150	140	50
		Silver Ore	Valuable ore. Can only be collected at Mount Svatgol.	600	500	450	900	700	740	760	400	700	500	1000	50
		Gold Ore	Very valuable. Can be collected in the Janam region.	1300	1200	1100	1600	1400	1200	1000	1260	2000	800	1500	50
		Uncut Ruby	Rough Fire Magic gem. Abundant at Mount Svatgol.	4000	3200	5000	4800	6000	5200	4500	4200	3900	5500	2000	5
		Uncut Emerald	Rough Wind Magic gem from depths of Grayridge Mine.	4800	5500	3000	6200	5800	6000	6400	5900	7000	6900	4800	5
		Uncut Sapphire	Rough Water Magic gem. Abundant in Naineneis region.	4800	5000	4400	5800	4000	5200	8000	6900	6000	6800	7000	5
		Uncut Topaz	Rough Earth Magic gem. Abundant in the Janam Desert.	4500	5000	5200	3900	2400	6000	4000	4800	4900	5500	3000	5
		Uncut Diamond	Very rare rough gem. Sparkles when cut and polished.	8000	7800	7000	8500	9000	8200	6800	8000	12000	5900	6000	5
		Darkness Stone	From Rarohenga creature. Eerily absorbs light.	6000	4600	7400	9000	8200	6000	5000	3000	8000	7000	2500	5
	Iris Stone	Very rare stone of rainbow hues. From Renegade.	8000	9000	10000	20000	15000	8200	7200	6000	10000	8000	6000	5	
	Sunlight Stone	A glittering stone that shines in the sunlight.	3000	4000	2000	5000	4400	3500	4500	5400	5000	4800	7000	5	



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Pelts/ Bones	Moonlight Stone	A glittering stone that glows in the moonlight.	3000	5200	4000	2500	4800	4000	6000	4200	5400	7000	4800	5
	Laggart Pelt	The pelt of a Laggart. Rough and stiff.	160	160	180	200	120	190	150	140	160	150	170	99
	Lizard Skin	Tough yet pliant. Used for clothing and furniture.	210	240	200	260	200	190	210	230	220	280	250	99
	Gazelle Fur	Soft and light. Used for clothing and bedding.	350	220	250	300	400	420	380	210	490	360	260	99
	Scorpion Hide	Tanned and tough. Used for weapons and furniture.	750	520	600	800	590	700	500	550	1000	950	640	99
	Dragon Hide	Tanned hide. Can't be cut with ordinary blades.	3000	2400	3200	3600	2800	4500	4800	2000	4500	6000	4000	10
Textiles	Giant Bug Shell	Smooth, light, and hard. Used for premium weapons.	4400	5000	2800	3800	4000	3000	3200	4800	7000	1800	5800	10
	Whale Tusk	Tusk from ancient whale. Most metals won't cut it.	2800	3200	2400	2100	2500	1800	2850	4000	3000	2600	3500	10
	Demon Horn	From head of a demon beast. Light as a feather.	3600	5000	4100	4800	3900	2900	5500	6000	5400	6000	4900	10
	Butterfly Wing	Light and strong. Used to make gorgeous clothing.	3900	3800	4200	4000	3600	3500	4700	4800	6000	7000	2000	10
	Piercer Beak	Beak of Piercer Bird. Too hard to process.	3000	3400	2600	5000	4400	3800	4000	3400	7200	5200	4500	10
	Death Skull	Rarohenga monster skull. Emits the sound of screams.	8000	6500	9000	10000	3800	7000	2000	5800	6200	7000	12000	5
	Netherlion Horn	Horn of the king of beasts. Cuts through anything.	6000	7000	5200	9000	7800	4600	5000	10000	6500	7700	9000	5
	Lizard Frill	Large frill of a giant lizard. Strong yet supple.	5800	5000	6600	4000	8000	3800	8000	6800	3200	4800	7000	5
	Eternal Feather	A feather that will never molder. Feels weightless.	6000	6400	5800	12000	6200	6500	6800	7800	6500	3500	10000	5
	Cotton Thread	Thread made from the fibers of the cotton plant.	80	100	70	55	60	90	80	70	85	90	65	99
	Wool Yarn	Yarn made from fur wool.	200	120	150	100	200	300	230	270	240	180	130	99
	Silk Thread	Made from silk spun by the Silkmoth Larva.	350	220	250	300	400	420	380	210	490	360	260	99



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	Cotton Cloth	Ordinary fabric woven from Cotton Thread.	1500	1600	1400	2000	1950	1800	1850	1750	1950	1400	1300	30	
	Wool Cloth	Heat-retaining fabric knitted from Wool Yarn.	2000	1600	1500	1900	2200	2300	2500	2100	2150	1950	1800	30	
	Silk Cloth	Lustrous cloth with nice feel. Woven from Silk Thread.	2500	2300	2400	2100	2200	2550	2850	2000	2700	2600	2450	30	
	Rainbow Cloth	Shines in rainbow hues. Woven from Rainbow Thread.	15000	10400	12000	16000	11800	14000	10000	11000	20000	19000	12800	5	
	Rare Items	Water Bead	Shimmering, water-filled bead from Balloon Lizard.	75	100	95	55	60	90	80	70	85	90	65	99
		Glow Bead	Bead that shines brightly. Its use is unclear.	500	600	500	700	700	780	800	1000	650	500	700	30
		Large Ruby	A flame flickers inside. Loved by passionate women.	12000	4800	7500	7200	9000	15000	10000	8000	7000	7750	3000	5
		Large Emerald	The wind dances inside. Loved by intelligent women.	9600	11000	6000	11400	15000	12000	13000	10000	14000	15000	9000	5
		Large Sapphire	Water undulates inside. Loved by serene women.	8800	12000	9000	11600	8000	10000	16000	13000	11000	8000	7000	5
		Large Topaz	Sand flows inside. Loved by kind women.	9000	10000	7000	7800	6500	12000	8000	9600	10000	9200	9000	5
		Black Onyx	Darkness Stone gem absorbs light.	10000	8000	12000	9000	14000	13000	10000	11000	10000	3900	5000	5
		Diamond	Diamond gem that radiates white light.	12000	14000	9000	18000	10000	13000	6800	20000	15000	11000	12000	5
		Iris Lazuli	Iris Stone gem that radiates rainbow light.	20000	18000	16000	40000	30000	16000	14000	12000	20000	16000	10000	5



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You've no shortage of weapons to wield against the forces of evil, and that's a good thing. The following table lists every weapon in the game, with complete stats and pricing. Learn to love your local blacksmith!

Category	Name	Description	Price	Physical attribution	HP+	MP+	Physical Attack	Magic Attack	Physical Defense	Magic Defense	Skill	Speed	Luck	Found At
1-H Sword/Element: Slash/Range: S	Bone Kukri	One-handed sword carved from hard beast bone.	200	Slash	-	-	4	-	-	-	2	-	-	Citro Village
	Iron Sword	The most common type of single-handed iron sword.	1,000	Slash	-	-	8	-	-	-	2	-	-	Grayridge
	Broadsword	One-handed sword with broad blade. Takes practice to wield.	2,400	Slash	-	-	13	-	-	-	4	-	-	Cynas; El-Qaral
	Magedom Sword	One-handed, serrated sword used by Janam swordsmen.	4,800	Slash	-	-	23	-	-	-	6	-	-	El-Qaral; Salsabil
	Beast Tusk	One-handed, enemy-ripping sword carved from demon beast tusk.	20,000	Slash	-	-	32	-	-	-	5	10	-	HQ (Gadburg)
	Moonlight Sword	One-handed sword carved from dimly glowing Moonlight Stone.	36,000	Slash	-	-	38	30	-	-	8	-	-	Woodland Village
	Black Blade	Jet black, one-handed sword of Blades of Night's Veil.	7,000	Slash	-	-	28	-	-	-	10	5	-	HQ (Gadburg); Pharamond; "Secret of the Black Blades" Party Quest
	Iris Blade	A rainbow-hued sword carved from Iris Stone.	100,000	Slash	-	-	45	-	-	-	15	-	-	HQ (Gadburg)
	Saw	A tool originally created for cutting wood.	4,000	Slash	-	-	30	-	-	-	-10	-10	-	Tehah Village
	Katana	Keen, one-handed sword forged by master. Hard to handle.	10,000	Slash	-	-	30	-	-	-	10	-	-	HQ (Gadburg)
	Evil-Eye Sword	The spirit inside absorbs Magic and turns it into ATK.	0	Slash	-	-	50	-20	-	-20	10	-	-	"Request from Gadburg" Leader Quest; Defeat Water Dragon Conon
	Treasured Sword	Gorgeous one-handed sword created for noble. Fairly good ATK.	10,000	Slash	-	-	25	-	-	-	5	-	30	Pharamond
	Scale Sword	Sword forged from dragon scales that cut through iron.	150,000	Slash	-	-	50	-	-	-	10	-	-	Pharamond; "A New Weapon Design" Leader Quest

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Starbearers Co-Op Attacks Marks of the Stars Trade Goods Weapons Armor Accessories Goods Monsters and Enemies	God-Beast Sword	A legendary god-beast's power dwells inside.	0	Slash	-	-	50	30	-	-	10	10	10	"Something For You" Leader Quest Chest in Fort Arc
	Taboo Sword	Sealed away long ago because nobody could handle it.	0	Slash	-	-	60	-	-	-	20	-	-	
	Twin: Flash	Chronicle. One of the Twin Blades, the Divine Edge.	0	Slash	-	-	45	-	20	-	10	20	-	Defeat Fredegund
	Twin: Flame	Chronicle. One of the Twin Blades, the Divine Edge.	0	Slash	-	-	50	20	-	20	20	-	-	Defeat Fredegund
	Mace/Element: Strike/Range: S	Wooden Stick	A sturdy tree branch cut so as to be easy to wield.	50	Strike	-	-	2	-	-	-	-	-	Citro Village
		Bone Mace	A mace carved from the hard bone of a beast.	600	Strike	-	-	6	-	-	-	-	-	Grayridge
		Iron Mace	A mace wrought of iron. Extremely high Attack.	2,800	Strike	-	-	15	-	-	-	-	-	Grayridge
		Gold Mace	A gorgeous mace made of gold.	6,000	Strike	-	-	25	-	-	-	-	-	HQ (Gadburg); El-Qaral; Naineneis
		Emerald Mace	A mace carved from a rough emerald. It has high Magic.	60,000	Strike	-	30	40	30	-	10	-	-	HQ (Gadburg)
		Giant God Fist	Mace made in shape of long-ago giant god's fist.	200,000	Strike	100	-	60	-	-	-	-	-	"A Monster Like Zayin" Leader Quest
Shield	Prominence	A mysterious mace that radiates the light of the sun.	250,000	Strike	-	50	20	50	10	10	5	5	5	HQ (Gadburg)
	Broom	Magical broom that flies through the air... Psych!	0	Strike	-	-	0	-	-	-	-	-	-	"Taking Care of the Tablet" Party Quest
	Corps Shield	Wood reinforced with lead plate. Better than nothing.	100	None	-	-	-	-	6	-	-	-	-	HQ (Gadburg)
	Wooden Shield	Round piece of wood reinforced with iron plate.	500	None	-	-	-	-	10	1	-	-	-	Grayridge
	Seashell Shield	Tough seashell reinforced with leather. Light.	1,500	None	-	-	-	-	12	8	-	-	-	Naineneis
	Iron Shield	A shield wrought of iron. It has very high Defense.	5,000	None	-	-	-	-	20	1	-	-	-	HQ (Gadburg); Salsabil
	Dragon Shield	Old wood backed with dragon hide. High Magic resistance.	6,000	None	-	-	-	-	30	10	-	-	-	Woodland Village



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	Scale Shield	Silver shield covered with dragon scales and sapphire.	20,000	None	-	-	-	-	50	20	-	-	-	HQ (Gadburg); "Atrie's World" Party Quest
	Crazed Shield	Used by crazed warrior who fought giant to the death	0	None	-	-	30	-	60	10	-	-	-	Chest in Tower of the Way
	Sacred Eye	Inhabited by eyes of revered god-beast of long ago.	0	None	-	-	-	50	50	50	-	-	-	Chest in Tower of the Way
	2-H Sword/Element: Slash/Range: S	Bone Greatsword	A two-handed sword carved from bone of a giant beast.	1,500	Slash	-	-	15	-	-	-	-	-	Grayridge
		Iron Greatsword	A two-handed sword wrought of iron. Extremely heavy.	4,000	Slash	-	-	30	-	-	-	-	-	El-Qaral
		Field Sword	Two-handed great sword forged by master. Hard to handle.	12,000	Slash	-	-	40	-	-	-	-	-	HQ (Gadburg)
		Argent Grt Sword	Silver great sword with white, evil-destroying light.	100,000	Slash	-	-	55	-	-	-	-	-	Pharamond; "Defend the Castle!" Mission
		Giant's Sword	A great sword used long ago by a giant god.	200,000	Slash	-	-	80	-	-	-	-	-	
		Great Saw	Great sword carved from an Ancient Whale Tusk.	150,000	Slash	-	-	65	-	-	-	-	-	HQ (Gadburg)
		Fenrir Sword	From out of a Fenrir's body. Bears great Magic.	0	Slash	-	50	70	-	-	20	-	-	Snow Fenrir enemy drop; Chest in Tower of the Way
		Ifrit Sword	From out of Flame Ifrit's body. Bears great Magic.	0	Slash	50	-	70	-	20	-	-	-	Flame Ifrit enemy drop
		Beast King Sword	Sword carved from the horn of the king of beasts.	280,000	Slash	-	-	90	-	20	20	20	-	"A New Weapon Design" Leader Quest
	2-H Hammer/Element: Strike/Range: S	Great Hammer	Two-handed hammer with both ease of use and destructive power.	80,000	Strike	-	-	50	-	5	-	-10	5	HQ (Gadburg); Tehah Village
		Toy Mallet	Two-handed hammer with unexpected destructive power.	0	Strike	-	-	70	-	10	-	-10	5	"Invention Inspiration" Infinity Quest
		Demon Hammer	Two-handed hammer sporting countless spikes.	420,000	Strike	-	-	99	-	20	-	-10	5	Chest in Mount Svatgol; Defeat Valfred
	2-H Axe/Element: Slash/Range: M	Bone Axe	Two-handed axe carved from hard beast bone.	1,500	Slash	10	-	14	-	-	10	-	-	Cynas



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Starbearers Co-Op Attacks Marks of the Stars Trade Goods Weapons Armor Accessories Goods Monsters and Enemies	Bronze Axe	A two-handed axe made of bronze.	4,000	Slash	10	-	25	-	-	10	-	-	-	El-Qaral
	Great Axe	A two-handed axe wrought of iron.	20,000	Slash	10	-	45	-	-	10	-	-	-	HQ (Gadburg); Tegah Village
	Beetle Axe	A two-handed axe made of Giant Bug Shell.	170,000	Slash	10	-	60	-	-	10	-	-	-	Defeat Valsolf
	Crescent Axe	Two-handed axe carved from dimly glowing Moonlight Stone.	200,000	Slash	10	-	70	-	-	10	-	-	-	"Something For You" Leader Quest; "The Other Marica's World" Party Quest
	Iris Axe	Magical, two-handed rainbow axe made from Iris Stone.	240,000	Slash	10	-	80	10	-	10	-	-	-	HQ (Gadburg); "Check Out Rarohenga" Mission
	Whale Axe	Two-handed axe carved from an ancient whale tusk.	350,000	Slash	10	-	85	-	-	10	-	-	-	HQ (Gadburg)
	Flame Axe	Two-handed, Fire Magic axe forged from Sunlight Stone.	300,000	Slash	10	50	70	30	-	10	-	-	-	HQ (Gadburg)
	Demon Howl	A two-handed axe made from the horn of a demon beast.	400,000	Slash	10	-	99	-	-	10	-	-	-	HQ (Gadburg); Chest in Fort Arc
	Bone Scythe	A scythe carved from the bone of a giant beast.	4,800	Slash	-	-	25	-	5	5	0	-	-	Salsabil
	Iron Scythe	A scythe wrought of iron.	18,000	Slash	-	-	40	-	10	10	0	-	-	
	Twin Scythe	A metal scythe with two blades.	200,000	Slash	-	-	70	-	20	20	0	-	-	Lugenik
	Soul Reaper	Scythe owned by an evil spirit that mowed down souls.	0	Slash	100	-	80	-	20	20	0	-	-	Chest in Other Cynas
	Bone Spear	A spear carved from the hard bone of a beast.	800	Pierce	-	-	10	-	-	-	2	2	-	Grayridge
	Iron Spear	A spear wrought of iron.	2,400	Pierce	-	-	18	-	-	-	4	4	-	Cynas
	Silver Spear	A spear wrought from silver.	6,000	Pierce	-	-	30	-	-	-	6	6	-	El-Qaral
	Gold Spear	A beautifully ornamented, ritual spear of gold.	140,000	Pierce	-	-	55	-	-	-	10	10	-	Cragbark
	Trident	A three-pronged metal spear.	18,000	Pierce	-	-	40	-	-	-	5	5	-	HQ (Gadburg); Naineneis; "Porpos Abducted" Leader Quest
	Ancient Tusk	A spear carved from an ancient whale tusk.	240,000	Pierce	-	-	65	-	-	-	10	10	-	HQ (Gadburg)
	Old Tree Spear	A wondrous spear born of an ancient tree.	180,000	Pierce	-	-	60	-	-	-	10	10	-	Woodland Village



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Starbearers Co-Op Attacks Marks of the Stars Trade Goods Weapons Armor Accessories Goods Monsters and Enemies	Demon Spear	Evil deity's power sealed inside. Brings bad luck.	0	Pierce	-	-	70	-	-	-	10	10	-	"Showdown with Dirk" Mission
	Piercer Spear	A spear with a Piercer Beak at its tip.	400,000	Pierce	-	-	90	-	-	-	20	20	-	
	Gungnir	A spear once owned by a Hell Knight.	0	Pierce	-	-	80	-	-	-	20	20	-	Chest in One King Statue
	Club/Element: Strike/Range: M	Cudgel	A thick club carved from a solid tree branch.	500	Strike	-	-	10	-	-	-	-	-	Citro Village
		Bone Club	A club carved from the hard bone of a beast.	4,000	Strike	-	-	25	-	-	-	-	-	HQ (Gadburg); Cynas
		Battle Torch	A ritual torch. A holy flame burns within it.	180,000	Strike	-	-	65	-	-	-	-	-	Lugenik
		Totem Pole	Sacred pole carved with the faces of ancient gods.	0	Strike	-	-	80	-	-	-	-	-	Chest in One King Statue
	Bow/Element: Pierce/Range: L	Wooden Bow	A bow made from a supple tree branch.	150	Pierce	-	-	5	-	-	-	-	-	Citro Village
		Bone Bow	A bow carved from a pliant beast bone.	500	Pierce	-	-	10	-	-	-	-	-	Grayridge
		Iron Bow	A bow wrought of iron.	4,200	Pierce	-	-	30	-	-	-	-	-	HQ (Gadburg); El-Qaral
		Order Bow	The standard bow issued to Order archers.	3,200	Pierce	-	-	20	-	-	-	-	-	Cynas
		Beast King Bow	A bow carved from the horn of the king of beasts.	300,000	Pierce	-	-	70	-	-	-	-	-	HQ (Gadburg)
		Sprite Bow	Once owned by a sprite who fell in love with a human.	200,000	Pierce	-	-	60	30	-	30	-	-	Pharamond; Woodland Village
		Sky-Rend Bow	It once rent the dark sky, bringing the world light.	0	Pierce	-	-	80	-	-	-	20	20	Chest in Noslav Woods
	L. Firearm/Element: Rifle Pierce/Range: L	Rifle	Mysterious weapon developed by Ritter-schild.	0	Pierce	-	-	30	-	-	-	-	-	"Special Proposal" Leader Quest
		Burst Rifle	A rifle upgraded by Khemia.	40,000	Pierce	-	-	50	-	5	5	-	-	HQ (Gadburg)
		Prototype Rifle	Advanced rifle that makes use of ancient technology	180,000	Pierce	-	-	70	-	5	5	-	-	HQ (Gadburg)
		Lost Cannon	Incorporates long-lost technology. Khemia masterwork.	300,000	Pierce	-	-	90	-	10	10	-	-	HQ (Gadburg)
	S. Firearms/Element: Pierce/Range: L	Pistols	Mysterious weapons developed by Ritter-schild.	0	Pierce	-	-	20	-	-	-	-	-	Kemia and Minen possess



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Category	Name	Description	Price	Physical attribution	HP+	MP+	Physical Attack	Magic Attack	Physical Defense	Magic Defense	Skill	Speed	Luck	Found At
Starbearers Co-Op Attacks Marks of the Stars Trade Goods Weapons Armor Accessories Goods Monsters and Enemies	Altered Pistols	Pistols upgraded by Khemia.	18,000	Pierce	-	-	40	-	-	-	10	10	-	HQ (Gadburg)
	Prototype Guns	Advanced handguns that make use of ancient technology.	100,000	Pierce	-	-	60	-	-	-	20	20	-	"Mass Production of Guns?!" Party Quest
	Lost Guns	Incorporate long-lost technology. Khemia masterwork.	240,000	Pierce	-	-	80	-	-	-	30	30	-	HQ (Gadburg)
	Knife/Element: Slash/Range: L	Bone Dagger	150	Slash	-	-	5	-	-	5	-	-	-	Citro Village
		Iron Dagger	3,000	Slash	-	-	25	-	-	10	-	-	-	El-Qaral
		Hunter's Dagger	16,000	Slash	-	-	36	-	-	10	-	-	-	HQ (Gadburg); Tehah Village
		Ruby Dagger	180,000	Slash	-	30	50	30	-	10	-	-	-	HQ (Gadburg)
	Kunai/Element: Slash/Range: L	Kunai	10,000	Slash	-	-	30	-	-	-	-	-	-	HQ (Gadburg)
		Moontlight Kunai	70,000	Slash	-	50	40	-	-	-	-	-	-	Woodland Village
		Sunlight Kunai	120,000	Slash	50	50	50	-	-	-	-	-	-	Pharamond
		Iris Kunai	160,000	Slash	-	-	60	-	-	-	-	-	-	HQ (Gadburg)
	Boomerang/Element: Strike/Range: L	Boomerang	1,000	Strike	-	-	10	-	5	-	-	-	-	Citro Village
		Bone Boomerang	2,000	Strike	-	-	18	-	10	-	-	-	-	Cynas
		Throwing Knife	5,500	Strike	-	-	30	-	10	-	-	-	-	HQ (Gadburg); Salsabil
		Fin Blades	180,000	Strike	-	-	70	-	20	-	-	-	-	HQ (Gadburg)
		Chakram	70,000	Strike	-	-	50	-	20	-	-	-	-	Salsabil
	Staff/Element: None/Range: L	Tree Staff	200	None	-	-	3	20	-	-	-	-	-	Grayridge
		Iron Rod	1,600	None	-	-	8	30	-	-	-	-	-	Cynas
		Strike Rod	5,200	None	-	-	30	20	-	-	-	-	-	Salsabil



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Claw/Element: Pierce/Range: S	Ruby Rod	Magic-bearing staff carved from an Uncut Ruby.	3,200	None	-	20	15	30	-	-	-	-	-	El-Qaral
	Sapphire Rod	Magic-bearing staff carved from an Uncut Sapphire.	4,800	None	-	-	30	30	-	-	-	-	-	HQ (Gadburg); Naineneis; "Defend the Castle!" Mission
	Topaz Rod	Magic-bearing staff carved from an Uncut Topaz.	100,000	None	-	-	50	50	-	-	-	-	-	Woodland Village
	Broom	Magical broom that flies through the air... Psych!	0	None	-	-	80	50	-	-	-	-	-	"Taking Care of the Tablet" Party Quest
	Goddess Breath	A sacred staff with a beautiful goddess carving.	0	None	-	-	50	80	20	20	-	-	-	Defeat Queen; Chest in One King Statue
	Endless Travels	The Chronicle of Endless Travels.	0	None	-	30	50	70	-	-	-	-	-	Diadora possesses
	Bone Talons	Martial arts weapon carved from hard beast bone.	800	Pierce	-	-	10	-	-	-	-	5	-	Grayridge
	Water Dragon Claws	A martial arts weapon made from a Water Dragon fin.	4,800	Pierce	-	-	36	-	-	-	-	10	-	Cragbark; "The Return of Megion" Leader Quest
	Iron Talons	A martial arts weapon wrought of iron.	2,000	Pierce	-	-	18	-	-	-	-	20	-	Cynas
	Demon Claws	A martial arts weapon carved from Demon Horn.	180,000	Pierce	-	-	60	-	-	-	-	30	-	"Get Cougar Back Home" Missions
Fan/Element: Slash/Range: S	Wind Dance	It dances like the wind and cuts through the enemy.	16,000	Slash	-	-	40	-	-	-	-	10	-	HQ (Gadburg)
	Grove Dance	Dances as gently as a tree grove and cuts through enemy.	120,000	Slash	-	-	60	-	-	-	10	-	-	HQ (Gadburg)
	Fire Dance	It dances with the fury of fire and cuts through enemy.	180,000	Slash	-	-	70	-	-	-	10	10	-	HQ (Gadburg)
	Mountain Dance	Dances with mountain-like majesty and cuts through enemy.	250,000	Slash	-	-	80	-	10	10	-	-	-	HQ (Gadburg)
Fists/Element: Strike/Range: S	Bone Fists	Gloves carved from the hard bones of a beast.	300	Strike	-	-	6	-	-	-	5	-	-	Citro Village
	Iron Fists	Gloves wrought of iron.	3,500	Strike	-	-	25	-	-	-	10	-	-	El-Qaral

Starbearers

Co-Op Attacks

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Category	Name	Description	Price	Physical attribution	HP+	MP+	Physical Attack	Magic Attack	Physical Defense	Magic Defense	Skill	Speed	Luck	Found At
Starbearers Co-Op Attacks Marks of the Stars Trade Goods Weapons Armor Accessories Goods Monsters and Enemies	Argent Fists	Gloves wrought of silver. Have power to destroy evil.	90,000	Strike	-	-	50	-	-	-	20	-	-	HQ (Gadburg); Cragbark; "Help the Furious Roar!" Mission; "Get Cougar Back Home" Mission
	Hell Fists	Gloves that spilled much blood in a war long ago.	0	Strike	-	-	60	-	-	-	30	-	-	"Oracle Quarrel?!" Leader Quest; "Make Allies of Auster Folk" Mission
	Ultimate Fists	The gloves of a master martial artist.	0	Strike	-	-	80	-	-	-	40	-	-	Chest in One King Statue
	Anchor/Element: Strike/Range: S	Anchor	20,000	Strike	30	-	40	-	-	-	-	-	-	HQ (Gadburg)
	Anchor +	Iron martial arts weapon that looks like an anchor.	120,000	Strike	50	-	60	-	-	-	-	-	-	HQ (Gadburg)
	Anchor ++	Iron martial arts weapon that looks like an anchor.	200,000	Strike	80	-	80	-	-	-	-	-	-	HQ (Gadburg)
	Anchor +++	Iron martial arts weapon that looks like an anchor.	300,000	Strike	90	-	90	-	-	-	-	-	-	HQ (Gadburg)





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ARMOR

Enemies are sure to hit you with nasty attacks as you venture through danger-filled lands, so use the following table to ensure your party's wearing the very best armor that Potch can buy.

Category	Name	Description	Price	HP+	MP+	Physical Attack	Magic Attack	Physical Defense	Magic Defense	Skill	Speed	Luck	Found At
Garments	Stomach Band	Not much Defense, but keeps the stomach warm.	100	-	-	-	-	2	-	-	-	-	Citro Village
	Tunic	Loose, comfy and widely-popular garment.	200	-	-	-	-	3	-	-	-	-	Citro Village
	Martial Arts Gi	Training wear for aspiring martial artists.	700	-	-	-	-	10	-	-	-	-	Grayridge
	Adept's Singlet	Worn by legendary martial artist. Brings strength.	2,000	-	-	4	-	18	-	-	-	-	El-Qaral; Salsabil; Cragbark
	Thundergod Garb	Allows you to move with the speed of a thunderbolt?	1,200	-	-	-	-	12	-	-	10	-	Cynas
	Tai Chi Garb	Has a large yin and yang symbol on the back.	6,000	-	-	-	-	30	-	-	-	-	Cragbark
	Ninja Garb	Favorite of ninja. Easy to move in. Doesn't rustle.	12,000	-	-	-	-	25	-	10	10	-	Pharamond
	Party Dress	A gorgeous, sparkling dress for fancy affairs.	12,000	-	-	-	-	30	-	-	-	-	Pharamond
	Goddess Raiment	Celestial robe made of a mysterious cloth.	0	-	-	-	10	45	10	-	10	-	Chest in One King Statue
	Old Vestments	Old and tattered, but conceals powerful magic.	0	-	-	-	20	55	20	-	-	-	Defeat Valfred
Robes	Dream Half Coat	Wondrous half coat woven of other-worldly material.	0	-	-	-	-	30	-	30	30	30	Chest in Buried Mage City
	Robe	A silky robe that feels good against the skin.	80	-	-	-	1	2	-	-	-	-	Citro Village
	Wool Robe	A thick, bulky robe knitted from animal wool.	500	-	-	-	2	6	-	-	-	-	Grayridge
	Feather Robe	Filled with the feathers of a waterfowl. Light.	1,000	-	-	-	2	12	-	-	-	-	Cynas; El-Qaral
	Magic Robe	Adorned with magic words. Raises magic power.	3,500	-	-	-	5	15	5	-	-	-	HQ (Gadburg); Salsabil
	Silk Robe	A pleasant-feeling robe with a rich sheen.	5,000	-	-	-	3	18	-	-	-	-	HQ (Gadburg); Salsabil
	Robe of Death	Ups magic power by absorbing wearer's life energies.	0	-	-	-	10	25	-	-	-	-	Death Valfred enemy drop
	Eternal Robe	Filled with Eternal Feathers and life energy.	12,000	-	-	-	10	20	-	-	-	-	HQ (Gadburg)



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Category	Name	Description	Price	HP+	MP+	Physical Attack	Magic Attack	Physical Defense	Magic Defense	Skill	Speed	Luck	Found At
Starbearers Co-Op Attacks Marks of the Stars Trade Goods Weapons Armor Accessories Goods Monsters and Enemies	Fog Robe	So light it feels like you're not wearing anything.	0	-	-	-	10	30	-	-	-	-	Torrent Queen enemy drop
	Mystery Poncho	A strange robe made of an oddly-smooth material.	24,000	-	-	-	10	40	-	-	-	-	Woodland Village
	Guardian Robe	Woven with a spell that protects the wearer.	30,000	-	-	-	20	40	20	-	-	-	Pharamond
	Master's Robe	Holy robe that can only be worn by mage-art masters.	0	-	-	-	30	50	30	-	-	-	Chest in Noslaw Woods
	Rainbow Robe	A rainbow-hued garment woven of Rainbow Thread.	45,000	-	-	-	10	55	10	-	-	-	HQ (Gadburg)
	Butterfly Robe	A gorgeously gaudy robe made of Butterfly Wings.	80,000	-	-	-	10	60	20	-	-	-	HQ (Gadburg)
	Light Armor	Leather Armor	Widely-popular armor made of tanned hide.	700	-	-	-	8	-	-	-	-	Citro Village
		Cloth Armor	Allows freedom of movement. Thick layers of cloth.	1,200	-	-	-	13	-	-	-	-	Grayridge
		Chain Mail	Armor made of interlinked iron. High Defense.	2,400	-	-	-	20	-	-	-	-	Cynas; El-Qaral
		Silver Chain	Links of silver. Light and strong. Wards off evil.	6,000	-	-	-	28	-	-	-	-	HQ (Gadburg); Salsabil
		Gold Chain	Beautiful armor of gold links. Heavy, but high Defense.	12,000	-	-	-	35	-	-	-	-	HQ (Gadburg); Cragbark
		Spun Silvr Armr	Tanned hide embroidered with magic spun silver.	20,000	-	-	-	45	20	-	-	-	Pharamond; Woodland Village
		Beetle Leather	Leather reinforced with Giant Bug Shell. Light.	32,000	-	-	-	55	-	-	-	-	HQ (Gadburg)
		Dragon Leather	Extremely tough leather armor made of Dragon Hide.	50,000	-	-	-	65	-	-	-	-	HQ (Gadburg)
Regular Armor	Bone Mail	Armor made of processed bone.	1,500	-	-	-	-	15	-	-	-	-	Grayridge
	Iron Mail	Ordinary iron armor. Has high Defense.	3,200	-	-	-	-	25	-	-	-	-	Cynas
	Scale Mail	Light, strong armor covered with metal scales.	4,800	-	-	-	-	32	-	-	-	-	El-Qaral
	Winged Mail	Armor with small feather ornaments.	5,200	-	-	-	-	25	-	-	10	-	Tegah Village
	Stone Armor	Very high Defense but too heavy to move quickly in.	6,000	-	-	-	-	40	-	-20	-20	-20	Naineneis
	Silver Mail	Silver armor. High Defense. Wards off evil, too.	8,000	-	-	-	-	38	-	-	-	-	HQ (Gadburg); Salsabil
	Gold Mail	Gorgeous armor of gold. Defense is quite high.	16,000	-	-	-	-	45	-	-	-	-	HQ (Gadburg); Pharamond
	Dragon Armor	Strong armor of metal reinforced with Dragon Hide.	25,000	-	-	-	-	55	-	-	-	-	Pharamond
	Warrior Armor	Light, strong. For followers of the path of the sword.	36,000	-	-	10	-	50	-	-	-	-	HQ (Gadburg); Pharamond
	Silver Dragon	Armor made of magical, linked spun silver.	40,000	-	-	-	-	60	20	-	-	-	Lugenik



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Category	Name	Description	Price	HP+	MP+	Physical Attack	Magic Attack	Physical Defense	Magic Defense	Skill	Speed	Luck	Found At	
Starbearers Co-Op Attacks Marks of the Stars Trade Goods Weapons Armor Accessories Goods Monsters and Enemies	Iris Mail	Armor made of metal refined from Iris Stone.	55,000	-	-	-	-	65	-	-	-	-	HQ (Gadburg)	
	Beast Armor	Armor covered with the hide of a sacred beast.	0	-	-	-	30	60	30	-	-	-	Defeat Dirk	
	Windspun Armor	Extremely light. Spun by a wind fairy for a lark.	70,000	-	-	-	-	50	-	20	-	-	Woodland Village	
	Bishamon Armor	Carved from Giant Bug Shell, Power of war god within.	80,000	-	-	20	-	60	-	-	-	-	HQ (Gadburg)	
	Venus Armor	Armor that is pleasing to the eye.	0	-	-	-	-	65	30	-	-	-	Chest in Buried Mage City	
	Hero's Armor	Legendary armor thought to have been worn by hero.	0	-	-	-	-	70	-	30	30	-	Chest in One King Statue	
	Star Armor	Armor made to be worn by a Starbearer.	0	-	-	30	30	80	-	-	-	-	Chest in One King Statue	
	Heavy Armor	Full Plate	Heavy iron armor that covers the entire body.	6,000	-	-	-	-	30	-	-	-6	-	HQ (Gadburg); Cynas
		Shell Backplate	An entire tortoise shell to protect the back. Heavy.	12,000	-	-	-	-	40	-	-	-8	-	Naineneis
		Order Armor	The standard-issue armor of Order troops.	50,000	-	-	-	-	80	-	-	-10	-	Defeat Resno
		Argent Armor	White light wards off evil. Heavy, full-body armor.	36,000	-	-	-	-	60	-	-	-12	-	Pharamond
		Diamond Armor	Heavy armor made of diamond.	70,000					70			-14		HQ (Gadburg)
		Crab Armor	Armor made from the shell of a giant crab.	30,000	-	-	-	-	50	-	-	-16	-	HQ (Gadburg)
		Sterling Armor	Heavy, metal armor adorned with spun silver.	90,000	-	-	-		70	30	-	-14	-	Chest in Mount Svatgol
		Gilded Armor	Heavy, metal armor adorned with gold thread.	120,000	-	-	30	-	70	-	-	-14	-	Lugenik
		Giant's Armor	Huge armor thought to have been worn by 0 long-ago giant.	0	-	-	-	-	99	-	-	-20	-	Defeat Steel Giant Fergus; Chest in Mount Svatgol



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ACCESSORIES

As any good adventure will tell you, you've got to know how to accessorize. Every character can wear one special stat-boosting accessory, so make sure to give them something that either builds on their strengths or helps make up for their lower qualities.

Category	Name	Description	Price	HP+	MP+	Physical Attack	Magic Attack	Physical Defense	Magic Defense	Skill	Speed	Luck	Found At
Starbears Co-Op Attacks Marks of the Stars Trade Goods Weapons Armor Accessories Goods Monsters and Enemies	Headwear	Leather Helm	An ordinary helm made of tanned hide.	80	-	-	-	2	-	-	-	-	Citro Village
		Bone Helmet	A helmet made of carved bone.	180	-	-	-	4	-	-	-	-	Grayridge
		Fur Mask	A mask made of pieced-together fur.	450	-	-	-	6	-	-	-	-	Tedah Village
		Winged Helm	With decorative feathers. You'll fly like the wind?	700	-	-	-	5	-	-	3	-	El-Qaral
		Silver Helm	A helm wrought from silver. Wards off evil.	1,200	-	-	-	8	8	-	-	-	HQ (Gorno); Naineneis
		Gold Helm	A magnificent helm made of gold. Brings luck.	1,800	-	-	-	10	-	-	-	6	HQ (Gorno); Cragbark
		Warrior Mask	A mask carved with a stern expression.	2,400	-	-	5	10	-	-	-	-	Pharamond
		Pointy Hat	A cone-shaped hat.	50	-	-	-	-	2	-	-	-	Citro Village
		Cotton Hat	A hat made of cotton.	200	-	-	-	3	2	-	-	-	Grayridge
		Magical Hat	Enchanted. Raises resistance to magic.	500	-	-	-	4	3	-	-	-	Cynas
		Wool Hat	A thick, bulky hat. Has high Defense.	800	-	-	-	6	4	-	-	-	Salsabil
		Feather Hat	A thick hat rich with feathers. Light yet durable.	1,000	-	-	-	5	2	-	4	-	Naineneis
		Noble's Hat	An expensive hat that makes the wearer look noble.	2,000	-	-	-	8	2	-	-	4	Pharamond
		Silver Circlet	A silver head ornament. Wards off evil.	800	-	-	-	4	2	4	-	-	Cynas
		Gold Circlet	A magnificent gold head ornament. You'll feel regal.	3,600	-	-	-	8	8	8	-	-	Pharamond
		Sage's Hat	A hat worn by a legendary sage. Brimming w/ magic.	12,000	-	-	-	20	10	20	-	-	Woodland Village
		Iris Helm	A light, strong helmet made of carved Iris Stone.	18,000	-	-	-	20	20	-	-	-	HQ (Gorno)
		Corn Husk Hat	A hat made of woven Demon Corn husks.	30,000	-	-	30	-	15	-	-	-	HQ (Gorno)
		Venus Ornament	A hair ornament so beautiful it seems other-worldly.	0	-	-	-	20	20	20	-	-	"SHOWDOWN!!!" Leader Quest
		Death Helm	A hollowed-out Death Skull. Do you hear screams?	0	-	-	20	20	15	15	-	-	-20 "Get Rid of Woodland Monster" Leader Quest; Chest in Other Cynas



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Category	Name	Description	Price	HP+	MP+	Physical Attack	Magic Attack	Physical Defense	Magic Defense	Skill	Speed	Luck	Found At
Starbearers Co-Op Attacks Marks of the Stars Trade Goods Weapons Armor Accessories Goods Monsters and Enemies	Dragon Helm	A helmet reinforced with Dragon Hide.	32,000	-	-	-	-	30	20	-	-	-	Chest in Mount Svatgol
	Golden Mask	A eerie mask made of gold.	0	-	-	-	-	30	30	-10	-10	-10	Chest in Buried Mage City
	Sun Cape	Shields one from the sun. Worn by desert crossers.	600	-	-	-	-	5	-	-	-	-	Grayridge
	Fur Cape	A cape made of fur. Protects one from the cold.	1,200	-	-	-	-	7	6	-	-	-	Tehah Village
	Silk Cape	Made of smooth silk with a nice sheen and feel.	2,500	-	-	-	-	10	5	-	-	-	HQ (Gorno)
	Magical Cape	A cape able to counteract magic.	5,000	-	-	-	-	5	15	-	-	-	Woodland Village
	Noble's Cape	Instantly makes the wearer look noble.	8,000	-	-	-	-	5	-	-	-	20	Pharamond
	Knight's Cape	The symbol of an elite knight.	14,000	-	-	-	-	25	5	-	-	-	Lugenik; "I Want to Meet That Person" Infinity Quest
	Darkness Cape	Worn by a Soul Eater. A cape as dark as night.	0	-	-50	-	-	10	20	-	-	-	"Get Rid of Mislato Monster" Leader Quest
	Crimson Cape	Worn by a Hell Knight. A cape redder than blood.	0	-50	-	-	-	20	10	-	-	-	Chest in Other Cynas
Footwear	Hero's Cape	It looks like the cape once worn by a hero...	0	-	-	-	-	20	20	-	-	-	Chest in One King Statue
	Sandals	Easy to slip on for a quick stroll.	80	-	-	-	-	1	-	-	2	-	Citro Village
	Cotton Shoes	Very easy to walk in.	150	-	-	-	-	2	-	-	4	-	Grayridge
	Fur Shoes	Shoes made of fur. Extremely warm.	800	-	-	-	-	6	-	-	1	-	Tehah Village
	Leather Boots	Leather boots with a feeling of quality.	450	-	-	-	-	4	-	-	4	-	Grayridge
	Bone Boots	Stiff boots made of carved bone.	900	-	-	-	-	6	-	-	2	-	Cynas
	Iron Boots	Boots wrought of iron. They have high Defense.	2,400	-	-	-	-	8	-	-	4	-	Cynas
	Silver Boots	Boots wrought of silver. They ward off evil.	4,800	-	-	-	-	10	5	-	4	-	HQ (Gorno); El-Qaral; Naineneis
	Gold Boots	Magnificent, golden boots. Have high Defense, too.	8,000	-	-	-	-	15	-	-	4	4	HQ (Gorno); Cragbark
	Clown Shoes	Gaudy, pointed shoes. They bring luck?	1,200	-	-	-	-	5	-	3	3	3	Salsabil
Adept's Shoes	Noble's Shoes	Shoes that instantly make the wearer look noble.	4,000	-	-	-	-	8	-	-	4	10	Pharamond
	Knight's Boots	The symbols of an elite knight.	12,000	-	-	-	-	20	-	-	10	-	Pharamond
	Dragon Leggings	Leggings made of Dragon Hide.	18,000	-	-	-	-	30	-	-	5	-	HQ (Gorno)
	Ninja Gaiters	Makes one fleet of foot. The favorite footwear of ninja.	24,000	-	-	-	-	15	-	20	20	-	Pharamond
	Adept's Shoes	Possibly once worn by a famous martial artist.	30,000	-	-	20	-	15	-	20	-	-	Cragbark

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GOODS

Items that restore HP and MP and cure status effects are always nice to have. Make sure you've got plenty of each and you'll be ready for anything.

Name	Description	Detail	Price	Icon Type	Target	Effects	Found At
Medicine	Restores a little HP	Standard household medicine. Restores a little HP.	50	Medicine	One ally	HP+100	HQ (Eunice); Citro Village; Grayridge; Cynas; El-Qaral; Salsabil; Tehah Village; Naineneis; Cragbark; Pharamond; Woodland Village
Mega Medicine	Restores a lot of HP	Standard household medicine. Restores a lot of HP.	500	Medicine	One ally	HP+300	HQ (Eunice); Citro Village; Grayridge; Cynas; El-Qaral; Salsabil; Tehah Village; Naineneis; Cragbark; Pharamond; Woodland Village
Cheery Incense	Restores a little HP to all allies	Restores HP of all allies a little with energizing scent.	800	Medicine	All allies	HP+50	HQ (Eunice)
Healing Incense	Restores some HP to all allies	Restores HP of all allies moderately with healing scent.	1,500	Medicine	All allies	HP+100	HQ (Eunice); Woodland Village
Mint	Restores a little MP	Restores a little MP with refreshing scent of mint.	2,000	Medicine	One ally	MP+50	HQ (Eunice); Grayridge; Cynas; El-Qaral; Salsabil; Tehah Village; Naineneis; Cragbark; Pharamond; Woodland Village
Mixed Herbs	Restores some MP	Restores some MP with the fragrant scent of herbs.	12,000	Medicine	One ally	MP+200	HQ (Eunice); Woodland Village
Mystic Medicine	Fully restores HP and MP	Herbal Medicine & Googly Tree Sap. Gives full HP/MP.	50,000	Medicine	One ally	HP+999/MP+999	Certain Dungeons
Antitoxin	Cures the Poison status effect	Bitter, dried medicinal herbs. Cures Poison.	50	Other	One ally	Cures Poison	HQ (Eunice); Citro Village; Grayridge; Cynas; El-Qaral; Salsabil; Tehah Village; Naineneis; Cragbark; Pharamond; Woodland Village
Cough Drop	Cures the Silence status effect	Honey and herb candy drop. Cures Silence.	50	Other	One ally	Cures Silence	HQ (Eunice); Grayridge; Cynas; El-Qaral; Salsabil; Tehah Village; Naineneis; Cragbark; Pharamond; Woodland Village
Tranquilizer	Cures the Confusion status effect	A soothing, sedative medicine. Cures Confusion.	50	Other	One ally	Cures Confusion	HQ (Eunice); Grayridge; Cynas; Salsabil; Tehah Village; Naineneis; Cragbark; Pharamond
Revival Statue	Cures the Unconscious status effect	Statue covered with Life Lichen. Cures Unconsciousness.	2,500	Other	One ally	Cures Unconsciousness; Fully restores HP	HQ (Eunice); Grayridge; Cynas; El-Qaral; Salsabil; Tehah Village; Naineneis; Cragbark; Pharamond; Woodland Village
Pekklar Steak	Fully restores HP	Grilled Pekklar seasoned with salt. Fully restores HP.	1,000	Other	One ally	HP+999	Cragbark
Herbed Raparo	Restores a little HP and MP	Raparo roasted with herbs. Restores a little HP and MP.	8,000	Other	One ally	HP+100/MP+100	HQ (Wustum)
Janamese Salad	Cures all status effects	Healthy vegetable salad. Cures all status effects.	300	Other	One ally	Cures all status effects	HQ (Wustum)
Hornbull Soup	Raises Physical Attack	Stock made from Hornbull horn. Ups Physical Attack.	500	Other	One ally	Physical Attack +50	HQ (Wustum)
Broiled Serpent	Raises Magic Attack	Charcoal-broiled Sea Serpent. Ups Magic Attack.	500	Other	One ally	Magic Attack +50	HQ (Wustum)
Truffle Stew	Restores a lot of MP	Stewed Venus Truffle. Restores a lot of MP.	24,000	Other	One ally	MP+500	Chest in Gineh Valley
Roasted Corn	Causes the Fury status effect	Roasted Demon Corn Ear. Causes Fury.	500	Other	One ally	Causes Fury	"Something I Want to Check" Leader Quest; Chest in Mount Svatgol

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Name	Description	Detail	Price	Icon Type	Target	Effects	Found At
Salted Guts	Causes the Alert status effect	The salted guts of an ancient fish. Causes Alertness.	500	Other	One ally	Causes Alertness	"Something I Want to Check" Leader Quest
Peach Juice	Raises Magic Defense	Freshly squeezed Prismatic Peach. Ups Magic Defense.	500	Other	One ally	Magic Defense +50	"Seek Squidcreeper Sap" Party Quest; Chest in Gineh Valley
Crab Stew	Raises Physical Defense	Stew of giant crab and veggies. Ups Physical Defense.	500	Other	One ally	Physical Defense +50	"North Star Cuisine" Leader Quest
Dragon Patty	Raises Physical and Magic Defense	Ground dragon tail. Ups Physical and Magic Defense.	1,200	Other	One ally	Physical Attack +50/Magic Attack +50	"North Star Cuisine" Leader Quest
Fire Bomb	Causes Magic Fire Damage	Balsam's gem & gunpowder Fire Magic grenade.	200	Bomb	One enemy	Deals Magic Fire Damage	HQ (Balsam)
Water Bomb	Causes Magic Water Damage	Balsam's gem & gunpowder Water Magic grenade.	200	Bomb	One enemy	Deals Magic Water Damage	HQ (Balsam)
Lightning Bomb	Causes Magic Lightning Damage	Balsam's gem & gunpowder Lightning Magic grenade.	200	Bomb	One enemy	Deals Magic Lightning Damage	HQ (Balsam)
Taint Bomb	Causes Magic Poison Damage	Balsam's gem & gunpowder Poison Magic grenade.	200	Bomb	One enemy	Deals Magic Poison Damage	HQ (Balsam)

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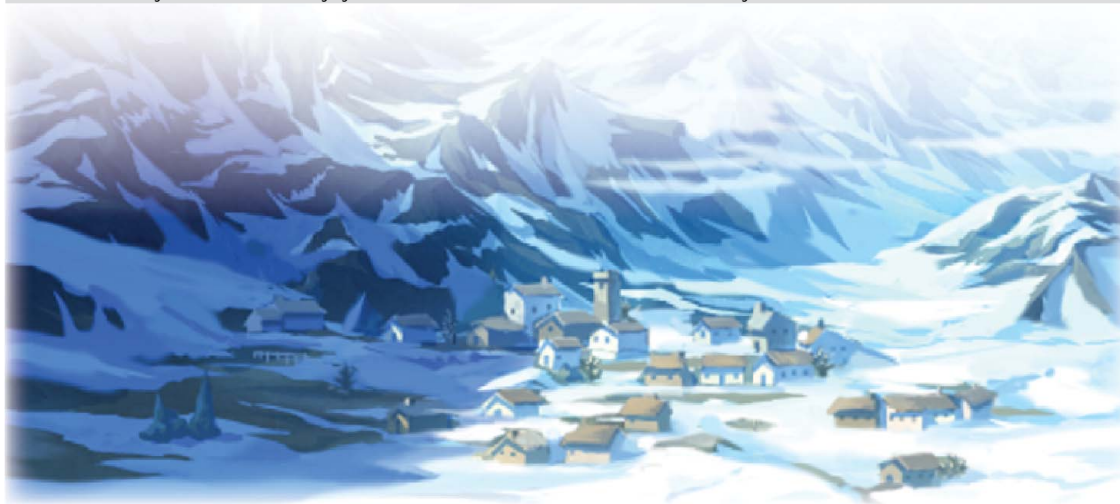
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MONSTERS AND ENEMIES

This final table lists all the monsters and enemies in the game, alphabetically by location. Here you'll find all the nitty-gritty stats, such as each monster's level, HP, attack and defense values, and more. Now you can prepare yourself to take on any foe!

Name	Location	Level	HP	Physical Attack	Magic Attack	Physical Defense	Magic Defense	Skill	Speed	Luck	Weakness	Resistance	No Effect
Rock Dragon (Boss)	Arcane Academy	17	1500	100	80	30	30	40	10	40	Slash/Pierce		
Rock Dragon (Boss)	Arcane Academy	28	3000	145	60	30	55	55	65	120		Unbalance	Sleep/Silence/Death
Sand Pincher	Buried Mage City	42	4000	180	65	30	55	75	110	165			
General Guts (Boss)	Buried Mage City	30	1950	95	70	30	60	70	100	170			
Evil Laggart	Ch'olui Mountains	20	400	67	15	30	25	35	80	120	Slash		
Sword Gazelle	Ch'olui Mountains	22	520	120	15	30	35	30	85	125	Slash		
Snow Fenrir	Ch'olui Mountains	24	1600	80	60	30	50	50	70	100	Strike		
Ball Pig	Ch'olui Mountains	21	460	65	20	30	35	40	65	110	Strike		
Rock Bird	Ch'olui Mountains (Flower Season)	22	1400	100	40	30	30	42	75	110	Slash		
Rock Bird Chick	Ch'olui Mountains (Sprout/Bud Season)	21	500	70	20	30	30	30	55	120	Slash/Strike		
Grass Squirrel	Citro Plain/Eastern Hill	4	24	18	1	28	2	4	12	15	Slash		
X Bee	Citro Plain/Eastern Hill/Flesaria Forest/Forest Ruins	3	13	14	15	20	20	10	22	15	Strike		
Laggart	Citro Plain/Eastern Hill/Flesaria Forest/Mysterious Ruins	3	30	10	5	30	3	2	10	20	Strike		
Sea Scorpion	Coastal Cave	22	520	75	20	30	40	50	72	120	Pierce		
Naineneis Turtle	Coastal Cave	22	720	70	20	30	35	40	40	130	Pierce		
Sea Serpent	Coastal Cave	23	640	70	20	30	50	55	75	120			
Piercer Bird	Coastal Cave	24	500	80	15	30	15	80	100	110	Slash		
Sahagin Head	Coastal Cave	22	660	72	30	30	45	50	70	130	Pierce		
Bowing Crab	Coastal Cave	25	1650	110	20	30	25	65	75	110	Pierce	Unbalance	
Bowing Crab (Renegade)	Coastal Cave	27	2950	140	50	30	40	65	70	110		Unbalance	
Simurgh	Coastal Cave (Flower Season)	25	1500	120	30	30	50	55	90	115	Pierce		
Simurgh Chick	Coastal Cave (Sprout/Bud Season)	22	560	80	30	30	40	40	60	130	Strike/Pierce		
Angel Macoute (Boss)	Cynas	52	7000	200	80	30	90	70	100	190			Sleep/Silence
Laggart (Boss)	Eastern Hill	4	30	13	5	30	3	2	10	20	Strike		
Formless Demon (Boss)	Enumclaw Event	42	4700	170	50	30	30	70	80	120			Sleep/Silence/Death
Formless Demon (Boss)	Enumclaw Event	51	5600	220	50	30	30	120	120	140			Sleep/Silence/Death
??? (Boss)	Enumclaw Event	32	2500	140	50	30	30	60	90	110			Sleep/Silence/Death

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??? (Boss)	Enumclaw Event	28	2500	78	50	30	30	60	70	110			Slash/Strike/ Pearce/Sleep/ Silence/Death
Fanged Baboon	Flesaria Forest	7	80	30	15	30	10	20	25	35	Strike		
Geldi Monkey	Flesaria Forest	9	120	37	15	30	20	15	20	40	Strike		
Saw Kingfisher	Flesaria Forest	8	90	38	35	30	20	25	30	30	Slash		
Saw Kingfisher (Renegade)	Flesaria Forest	8	300	45	40	40	30	15	20	30	Slash		
Mossball	Flesaria Forest	10	160	50	55	30	10	20	10	40	Strike		
Googly Tree Bud	Flesaria Forest	9	140	37	30	30	10	30	12	35	Strike		
Googly Tree	Flesaria Forest (Flower Season)	13	500	55	100	30	30	50	15	120	Pierce		
Bull's-Eye Moth	Flesaria Forest (Flower Season)	14	550	60	100	30	30	50	15	100	Strike	Strike/ Pierce	
Bull's-Eye Pupa	Flesaria Forest (Bud Season)	10	200	45	30	25	40	20	5	20	Strike		
Bull's-Eye Larva	Flesaria Forest (Sprout 8 Season)		100	40	15	30	30	10	5	30	Strike		
Googly Seed	Flesaria Forest/Forest Ruins	5	28	23	15	20	5	12	8	20	Slash		
Spider Hopper	Flesaria Forest/Forest Ruins	6	50	27	20	30	20	25	15	20	Pierce		
Skull Guts (Boss)	Forest Ruins	7	120	32	15	80	1	10	5	20	Strike		
Thorn Mushroom	Forest Ruins/Flesaria Forest	5	45	25	30	30	5	15	8	25	Slash		
Dust Minion (Boss)	Fort Arc	41	1300	110	70	30	80	70	70	170	Strike	Strike/ Pierce	
Dust Minion (Boss)	Fort Arc	46	1400	112	60	30	82	70	70	170	Strike	Strike/ Pierce	
Dust Sophia (Boss)	Fort Arc	48	5500	220	80	30	75	70	70	170	Strike	Unbalance	Sleep/Silence/Death
Saw Kingfisher (Renegade)	Fortress Ruins	12	500	55	40	40	30	15	30	30	Slash		
Water Boar	Gineh Valley	21	600	90	15	30	20	30	70	120	Slash		
Impumeleon	Gineh Valley	21	600	90	15	30	20	50	75	105	Slash		
Hammer Tongue	Gineh Valley	21	320	50	15	30	20	60	50	90	Strike		
Venus Truffle	Gineh Valley	20	280	62	15	30	30	60	20	90	Slash		
Bee Spider	Gineh Valley	20	280	50	15	30	20	50	82	100			
Sledge Mantis	Gineh Valley	22	1800	130	15	30	25	45	70	105			
Shell Baboon	Grayridge Mine	12	150	45	15	30	30	30	20	40	Pierce		
Spiked Lizard	Grayridge Mine	12	200	55	55	30	5	30	20	40	Strike		
Gray Turtle	Grayridge Mine	12	80	50	15	50	5	30	10	40	Pierce		
Poison Viper	Grayridge Mine	12	180	45	45	30	15	30	25	40	Pierce		
Silkmoth Larva	Grayridge Mine	13	200	45	45	30	10	30	10	40			
Armored Spider	Grayridge Mine	10	240	50	15	30	10	30	15	30	Pierce		

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Six-Eyed Worm	Grayridge Mine	14	1300	65	30	20	40	30	10	30	Slash	Strike	
Fanged Silkmoth	Grayridge Mine	50	5000	200	15	30	30	120	60	120	Strike	Slash/Pierce	
Winged Crab	Grayridge Mine	32	5500	200	40	20	39	30	10	30	Pierce	Unbalance	
Silkworm Cocoon	Grayridge Mine	14	200	50	50	30	10	40	5	40			
Pawn (Boss)	Hao-Shi Event	51	1300	150	15	30	15	110	140	150	Strike	Pierce	
Demon Beast Dirk (Boss)	Headquarters	42	4400	180	130	30	15	110	80	110		Unbalance	Sleep/Silence/Death
Steel Giant Fergus (Boss)	Headquarters	42	4300	200	120	30	15	90	40	90			Sleep/Paralysis/Unbalance/Darkness/Silence/Death
General Guts (Boss)	Headquarters	30	1000	95	70	30	60	70	100	170			
Cyclops (Boss)	Headquarters	34	2800	120	100	30	15	70	80	50	Slash		
Gelfish	Headquarters	21	500	60	30	30	15	60	90	120	Strike		
Giant Blue Crab (Boss)	Headquarters	30	4800	180	15	30	15	66	98	78	Pierce	Unbalance	Sleep/Silence/Death
Big Rock Horn	Headquarters (Dreambeast Battles)	35	5600	280	85	30	15	75	110	88		Unbalance	Sleep/Silence/Death
Snow Fenrir (Boss)	Headquarters (Dreambeast Battles)	36	5800	280	60	30	50	79	121	96	Strike	Unbalance	Sleep/Silence/Death
Hell Netherlion (Boss)	Headquarters (Dreambeast Battles)	34	6000	260	200	30	15	87	125	123	Slash	Unbalance	Sleep/Silence/Death
Sickle Moon (Boss)	Headquarters (Dreambeast Battles)	33	7400	300	200	30	15	74	102	81		Unbalance	Sleep/Silence/Death
Tropicanth (Boss)	Headquarters (Dreambeast Battles)	37	7000	300	77	30	15	104	120	140		Unbalance	
Sonic Bird (Boss)	Headquarters (Dreambeast Battles)	34	6500	270	150	30	15	96	145	100		Unbalance	Sleep/Silence/Death
Sand Pincher (Boss)	Headquarters (Dreambeast Battles)	38	7500	300	200	30	55	75	110	165	Slash	Unbalance	Sleep/Silence/Death
Soul Eater (Boss)	Headquarters (Dreambeast Battles)	38	8000	300	200	30	15	110	110	110	Slash	Unbalance	Sleep/Silence/Death
Sand Dragon God (Boss)	Headquarters (Dreambeast Battles)	35	4500	200	56	30	15	40	80	60		Unbalance	Sleep/Silence/Death
Hornbull (Renegade)	Infinity Quest	32	5800	260	240	30	45	180	110	140			
Hell Netherlion (Renegade)	Infinity Quest	30	4750	130	75	30	50	100	120	160	Slash		
Poison Viper (Renegade)	Infinity Quest	22	2800	80	90	30	15	60	100	90	Pierce		
Tropicanth (Renegade)	Infinity Quest	43	5800	160	120	30	65	160	100	120			
Sonic Bird (Boss)	Infinity Quest	22	2400	75	40	30	30	42	75	110			
Moldy Mossball (Renegade)	Infinity Quest	50	5200	180	120	30	15	140	110	110	Slash	Strike	
Googly Tree (Renegade)	Infinity Quest	24	3000	100	100	30	30	50	15	120	Pierce		
Sand Spider (Renegade)	Infinity Quest	40	4200	120	100	30	15	130	80	90	Slash	Strike	

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Hell Knight (Renegade)	Infinity Quest	65	20000	360	290	30	15	220	150	200			
Sahagin Head (Renegade)	Infinity Quest	33	3800	110	100	30	45	70	70	130	Pierce		
Dust Fish (Renegade)	Infinity Quest	41	4800	150	130	30	15	200	50	40	Slash		
Torrent Queen (Boss)	Infinity Quest	40	8000	140	200	30	50	180	120	160			
Demon Beast Dirk (Boss)	Janam Desert	43	4400	200	80	30	15	110	80	110		Unbalance	Sleep/Silence/Death
Dust Fish	Janam Desert	42	3800	150	130	30	15	200	50	40	Slash	Unbalance	
Fairy Mouse	Janam Desert/Buried Mage City	37	600	100	15	30	15	90	150	130	Slash	Strike	
Janam Scorpion	Janam Desert/Buried Mage City	38	700	100	15	30	15	120	130	80	Slash	Strike	
Balloon Lizard	Janam Desert/Buried Mage City	37	400	100	100	30	15	90	100	130	Slash	Strike/Pierce	
One-Eyed Cobra	Janam Desert/Buried Mage City	39	850	105	100	30	15	90	130	130	Slash		
Club Cactus	Janam Desert/Buried Mage City	38	400	90	15	30	15	80	100	160	Slash	Strike	
Sand Spider	Janam Desert/Buried Mage City	40	900	130	100	30	15	130	80	90	Slash	Strike	
Razor Dragon (Boss)	Leader Quest	30	3500	180	80	30	65	60	80	150			
Saw Kingfisher (Renegade)	Leader Quest	8	300	45	40	40	30	15	20	30	Slash		
Needle Bird (Boss)	Leader Quest	51	5200	160	100	30	15	160	150	90	Strike	Unbalance/Pierce	
Hornbull	Marsinah Plains	29	2900	120	15	30	45	50	80	140			
Pekklar	Marsinah Plains/Marsinah Hill	28	2000	130	15	30	20	60	85	120	Pierce		
Grass Laggart	Marsinah Plains/North Marsinah Hills	24	560	73	15	30	40	50	90	130	Pierce		
Vampire Bee	Marsinah Plains/North Marsinah Hills	24	500	65	45	30	40	55	95	130	Strike		
One-Eyed Spider	Marsinah Plains/North Marsinah Hills	27	750	78	20	30	50	63	75	120	Strike		
Sand Serpent	Marsinah Plains/North Marsinah Hills	28	1050	77	50	30	30	50	60	135	Pierce		
Inpu	Mislato River	19	400	80	30	30	30	30	20	50	Slash		
Raparo Bird	Mislato River	15	160	60	20	30	5	30	25	40	Slash		
Stealth Bird	Mislato River	16	280	70	30	30	30	20	10	40	Pierce		
Skyfish	Mislato River	14	120	50	15	30	30	40	20	30	Slash		
Water Dragon Conon (Boss)	Mislato River	42	4100	160	130	30	15	60	60	150	Pierce	Unbalance	Sleep/Silence/Death
Elephant Jelly	Mislato River (After the Fusion)	37	600	120	15	30	15	70	30	100	Pierce		

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Mislato Blimp	Mislato River (After the Fusion)	40	5000	180	100	30	30	70	30	150	Slash	Slash/ Strike/ Unbalance	
Volcano Baboon	Mount Svatgol	42	1200	170	40	30	60	60	120	195	Slash		
Svat Scorpion	Mount Svatgol	43	1500	180	15	30	45	90	120	175	Slash		
Flame Ifrit	Mount Svatgol	40	5200	250	75	30	50	100	120	160	Slash		
Magma Balloon	Mount Svatgol	42	1100	170	85	30	40	95	95	165	Slash		
Volcano Turtle	Mount Svatgol	43	1300	160	30	30	45	55	60	205			
Blaze Dragon	Mount Svatgol	47	4900	240	70	30	75	80	100	190	Slash		
Anemone Worm	Mount Svatgol	44	1650	180	65	30	45	60	95	195	Slash		
Rockfish	Mount Svatgol	41	1100	180	40	30	45	80	115	180	Slash		
Medusan	Mount Svatgol	43	1600	180	50	30	45	90	100	170	Slash		
Fire Dragon God	Mount Svatgol	46	4600	230	100	30	40	75	110	185	Slash	Unbalance	
Phoenix	Mount Svatgol (Flower Season)	46	5000	250	100	30	75	65	110	190	Slash		
Phoenix Chick	Mount Svatgol (Sprout/Bud Season)	43	900	140	45	30	50	60	70	195	Slash		
Ironripper Rat	Mysterious Ruins (Citro Plain)	14	240	70	15	30	25	20	40	40	Slash		
Anchor Fisher	Mysterious Ruins (Citro Plain)	15	180	60	15	30	30	30	20	40	Slash		
Taloned Aye-Aye	Mysterious Ruins (Citro Plain/Marsinah Plains)	16	300	75	15	30	15	30	20	50	Slash	Pierce	
Leosaurus	Mysterious Ruins (Janam Desert)	40	5500	200	75	30	50	100	120	160	Slash		
Flower Mossball	Mysterious Ruins (Janam Desert)	41	600	90	120	30	15	80	100	160	Slash		
Scythe Spider	Mysterious Ruins (Janam Desert)	39	360	95	20	30	30	30	60	110	Slash/Strike		
Bicorn	Mysterious Ruins (Janam Desert/Rarohenga)	41	2000	180	65	30	40	60	120	170	Slash		
Horned Lizard	Mysterious Ruins (Marsinah Plains)	29	600	120	15	30	30	80	60	120	Strike	Slash	
Peacock Lizard	Mysterious Ruins (Marsinah Plains)	30	3200	100	80	30	30	140	100	50	Strike	Slash	
Inpu Zombie	Mysterious Ruins (Rarohenga)	52	2800	120	65	30	75	60	110	198	Pierce		
Scorch Minion	Mysterious Ruins (Rarohenga)	51	800	90	120	30	60	60	100	150	Pierce		
Scorch Queen	Mysterious Ruins (Rarohenga)	50	7000	250	15	30	45	50	70	130	Pierce	Unbalance	
Crescent Dragon	North Marsinah Hills	29	2700	90	50	30	65	60	80	120			
Noslaw Horn	Noslaw Woods	33	3200	160	60	30	15	90	80	100	Slash	Strike/ Pierce	

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Flat Bird	Noslaw Woods	32	700	110	15	30	15	80	90	110	Slash	Pierce	
Moldy Mossball	Noslaw Woods	28	800	100	140	30	15	100	60	90	Slash	Strike	
Jungle Mantis	Noslaw Woods	33	3000	160	15	30	15	120	90	80			
Rafflesian	Noslaw Woods (Flower Season)	33	2800	140	15	30	15	90	70	90	Slash		
Psychedelerfly	Noslaw Woods (Flower Season)	33	2600	120	15	30	15	110	70	80	Slash		
Rafflesian Bud	Noslaw Woods (Bud Season)	32	600	90	15	30	15	70	80	80			
Psychedelipupa	Noslaw Woods (Bud Season)	31	800	80	15	30	15	100	80	90	Slash	Pierce	
Psychedelarva	Noslaw Woods (Sprout Season)	31	700	70	15	30	15	60	90	110	Slash	Strike	
Rafflesian Seed	Noslaw Woods (Sprout Season)	31	600	80	15	30	15	60	90	110	Slash	Strike	
Blaze Dragon (Boss)	Nuzhat Event	26	3000	90	50	30	75	60	90	120	Slash	Pierce/Unbalance	
Queen (Boss)	Other Cynas	59	8300	300	15	30	15	120	190	160	Pierce	Unbalance	Sleep/Silence/Death
Hell Knight	Other Cynas/Statue of the One King	58	6000	260	80	30	15	200	90	90	Strike	Unbalance	Sleep/Silence/Death
Pekklar (Boss)	Ramin Event	31	2200	110	15	30	20	95	85	120	Pierce		
Rarohenga Eye	Rarohenga	48	2500	110	65	30	75	60	110	198			
Akephatoi	Rarohenga	49	4000	190	70	30	80	72	95	185	Strike		
Hell Lamp	Rarohenga	49	3800	180	65	30	75	60	100	198	Strike		
Ancient Whale	Rarohenga	51	5000	180	100	30	30	70	30	150	Pierce	Slash/Strike/Unbalance	
Pawn (Boss)	Rufa Event	51	1300	150	15	30	15	110	140	150	Strike	Pierce	
Pawn (Boss)	Rufa Event	55	2400	170	15	30	15	140	160	140	Strike	Pierce	
Darkness Pawn	Statue of the One King	55	1150	130	15	30	15	120	160	160	Pierce	Strike	
One-King Bishop	Statue of the One King	57	1200	170	15	30	15	120	150	170	Pierce		
Darkness Bishop	Statue of the One King	54	900	160	15	30	15	130	160	140	Pierce	Strike	
Darkness Rook	Statue of the One King	56	1350	190	15	30	15	120	120	170	Pierce	Strike	
One-King Rook	Statue of the One King	58	2400	200	15	30	15	130	120	150			
One-King Queen	Statue of the One King	59	2600	240	15	30	15	180	180	180	Pierce		
Darkness Queen	Statue of the One King	56	2200	200	15	30	15	160	90	90	Pierce	Strike	
One-King Knight	Statue of the One King	61	9000	350	200	30	15	200	50	80			Sleep/Paralysis/Unbalance/Darkness/Silence/Death
Darkness Knight	Statue of the One King	58	5500	240	120	30	15	80	50	220	Strike		Sleep/Paralysis/Unbalance/Darkness/Silence/Death
Death Valfred (Boss)	Statue of the One King	62	10000	240	120	30	15	120	120	120	Slash	Unbalance	Sleep/Silence/Death

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Name	Location	Level	HP	Physical Attack	Magic Attack	Physical Defense	Magic Defense	Skill	Speed	Luck	Weakness	Resistance	No Effect
The One King [Boss]	Statue of the One King	63	12000	300	150	30	15	140	200	140		Unbalance	Sleep/Silence/Death
The One King [Boss]	Statue of the One King	68	15000	280	140	30	30	140	140	140			Sleep/Paralysis/Unbalance/Darkness/Silence/Death
The One King [Boss]	Statue of the One King	70	24000	380	200	30	30	180	180	180			Sleep/Paralysis/Unbalance/Darkness/Silence/Death
One-King Pawn	Statue of the One King/ Tower of the Way	52	1300	190	15	30	15	120	130	140	Strike	Pierce	
Veile Boar	The Wilds of Veile	35	1000	160	130	30	15	80	60	120			
Pygmy	The Wilds of Veile	34	1000	110	80	30	15	60	120	150			
Quake Wolf	The Wilds of Veile	35	3500	140	70	30	15	120	60	30			
Rocket Bird	The Wilds of Veile	33	400	90	80	30	15	100	130	60			
Bald Kingfisher	The Wilds of Veile	34	900	120	15	30	15	70	140	70	Pierce		
Garuda	The Wilds of Veile	51	4800	200	100	30	15	140	140	80	Strike		
Pincer Bee	The Wilds of Veile	36	600	80	15	30	15	70	100	110			
Demon Corn	The Wilds of Veile (Flower Season)	36	3300	180	140	30	15	100	90	110			
Demon Corn Bud	The Wilds of Veile (Bud Season)	34	800	90	15	30	15	70	100	140	Slash	Strike	
Demon Kernel	The Wilds of Veile (Sprout Season)	33	400	80	15	30	15	60	110	150			
Bishop	Tower of the Way	50	900	120	15	30	15	130	130	130	Strike	Pierce	
Horn Guts	Tower of the Way	52	2100	150	15	30	15	110	60	160			
Clay Doll	Tower of the Way	51	2000	15	120	30	15	50	15	200	Slash	Strike	
Dultahan	Tower of the Way	54	2200	160	90	30	15	130	100	110	Slash	Strike	
Gigas Arms (Boss)	Tower of the Way	57	3600	190	1000	30	15	150	160	90			
Fallen Angel	Tower of the Way	56	3700	190	70	30	15	170	80	40	Slash	Strike/ Unbalance	Sleep/Silence/Death
Angel Beardsley [Boss]	Tower of the Way	57	5400	210	100	30	15	100	80	170	Slash	Unbalance	Sleep/Silence/Death
The One King [Boss]	Tower of the Way	1	500	15	15	30	15	15	15	15			Slash/Strike/ Pearce/Sleep/ Silence/Death
The One King [Boss]	Tower of the Way	1	500	15	15	30	15	15	15	15			Sleep/Silence/Death
Rook	Tower of the Way/ Statue of the One King	53	1600	165	50	30	15	130	120	70	Strike	Pierce	
Hell Gatekeeper	Tower of the Way/ Statue of the One King	55	4000	190	15	30	15	180	140	80	Slash/Strike		
Pawn	Tower of the Way/ Statue of the One King/ Rarohenga	50	1100	160	15	30	15	110	140	150	Strike	Pierce	
Mage Art Gadget [Boss]	Woodland Village	33	1800	15	100	30	30	60	60	140	Pierce	Strike	

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